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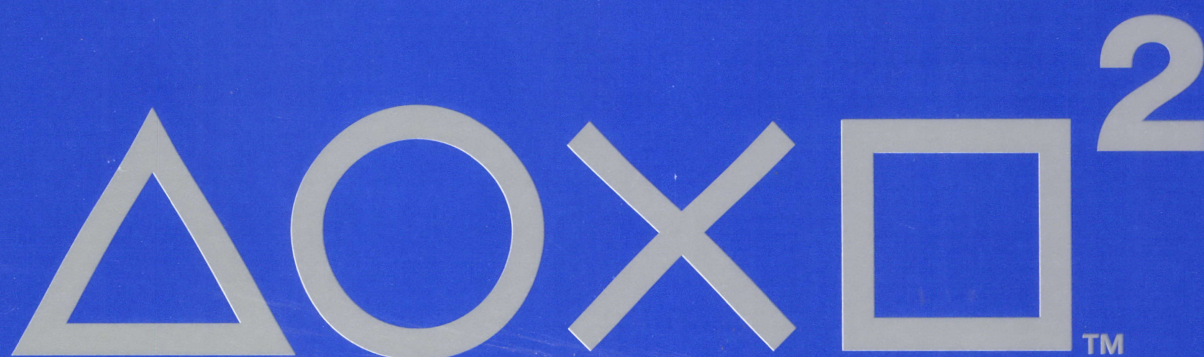
ZIFF DAVIS

SPECIAL COLLECTOR'S EDITION

November 2000
ISSUE 38



OFFICIAL U.S. PlayStation MAGAZINE



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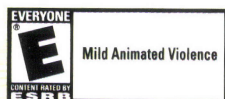
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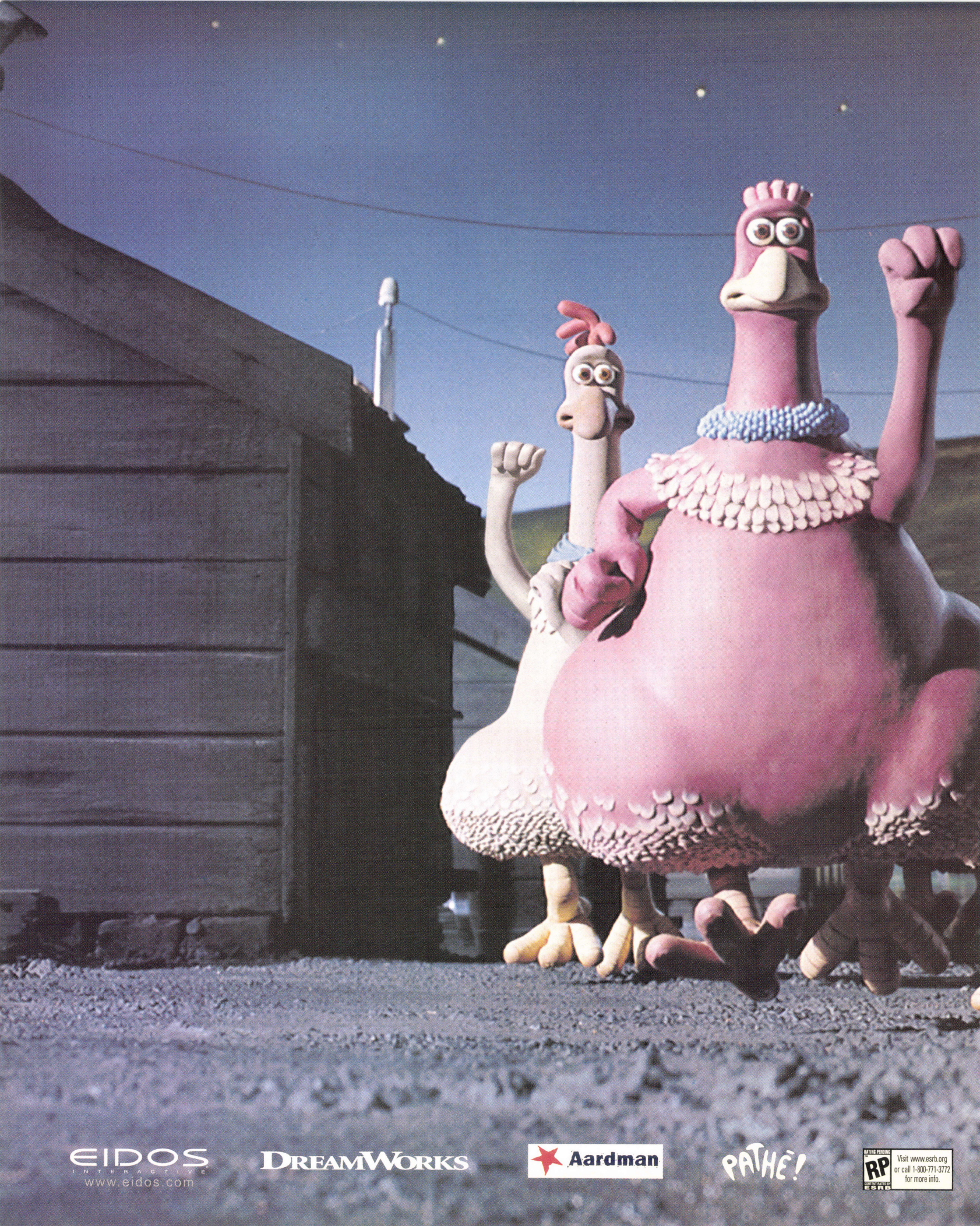
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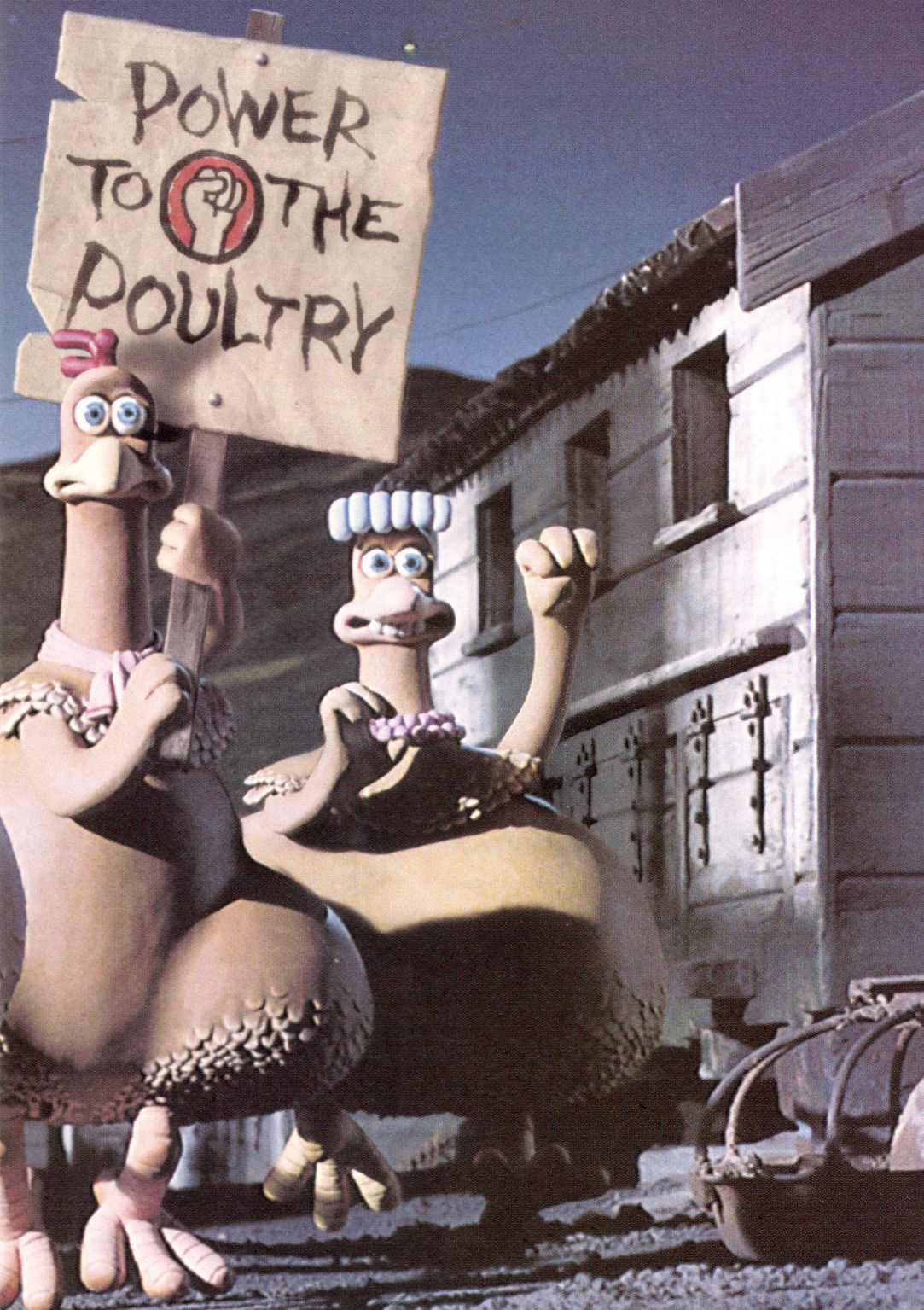
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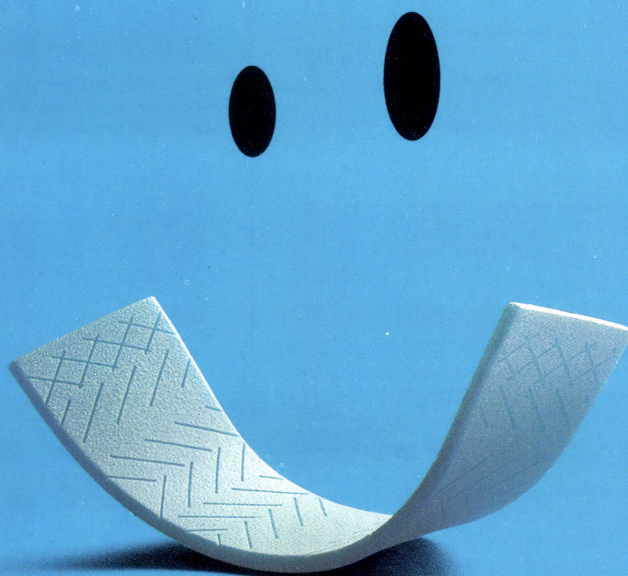
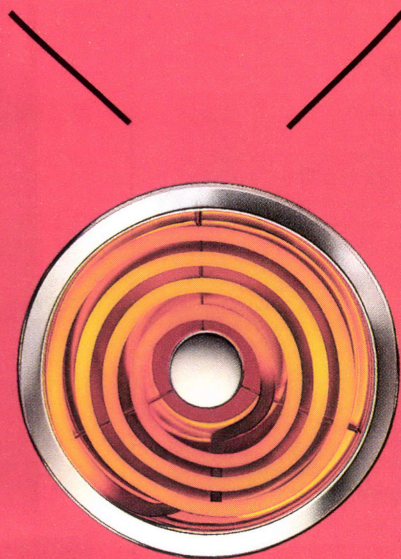
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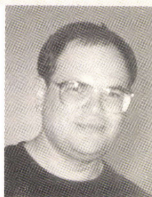
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Our media guy has written music reviews and features for the *Chicago Sun-Times*, *The San Diego Tribune*, *New City* magazine and the *Fresno Bee*. He also runs gamedad.com.

www.scalzi.com

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Leonard wrote the definitive book on video game history, *Phoenix: The Fall & Rise of Videogames*. He's currently working on a third edition, which he hopes will appear in early 2001. He also writes for *Electronic Gaming Monthly* and *Gamespot*.



CHRIS GORE

The presenter of *The New Movie Show* on the FX Network (Thursdays, 10:30 p.m.), editor of *Film Threat* and regular columnist here on *OPM*. Chris is a busy man. Check him out at

www.filmthreat.com

GREG SEWART

Greg is Canadian, a fact that we remind him of frequently. Currently Previews Editor for *Electronic Gaming Monthly*, he's also one of the founding fathers of the Gaming Age Web site (along with young Sam Kennedy).



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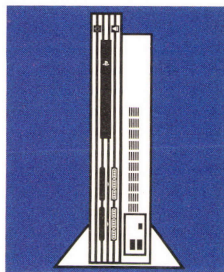
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COVER STORIES THIS MONTH



PS2 LAUNCH • 94

The greatest thing to happen to video games since...the first PlayStation was released. Oct. 26 is going to be the biggest day the games industry has ever seen and probably the biggest day in entertainment history. Have you pre-ordered yours?



PS2 GAMES • 102



More than 200 games are featured in this section of the magazine—and many titles are set for release on PS2 between now and the end of next year.



PS2 ENTERTAINMENT • 144

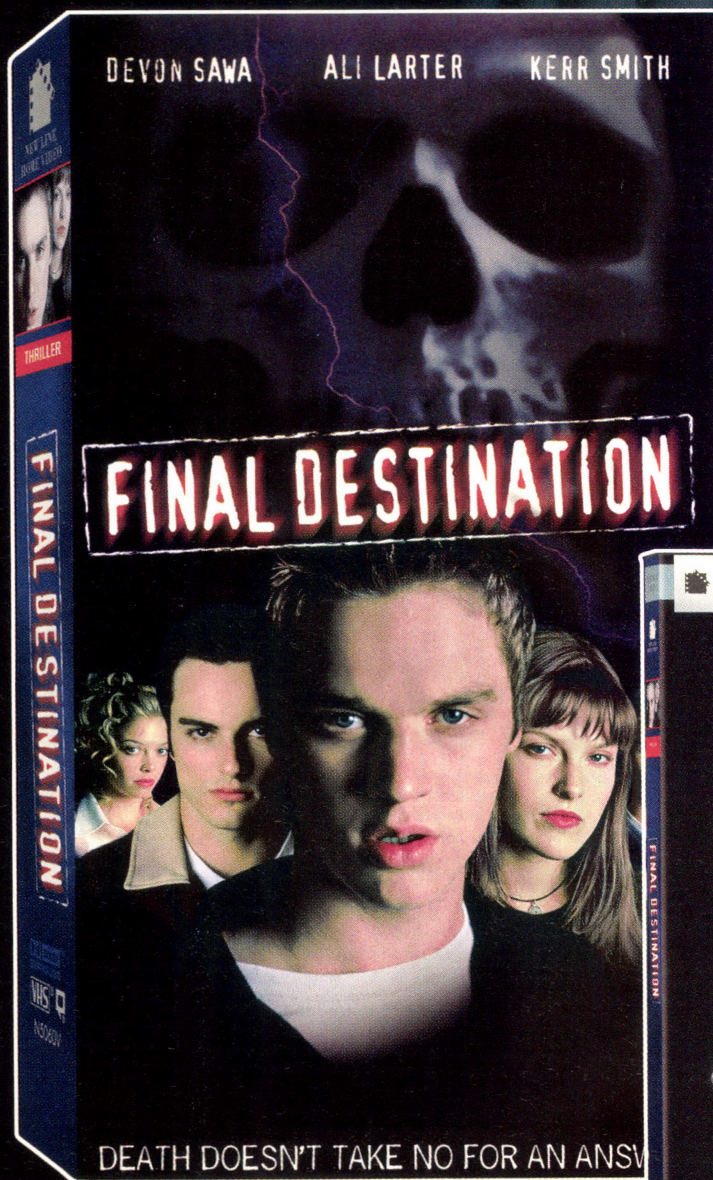
PS2 your first DVD player? We tell you the best movies to showcase the format (not necessarily good movies, but good tech-demos) and explain some of the jargon. What's DTS? Now you'll know.



TOP SECRETS • 172

Hundreds and hundreds of tricks for all of the most popular PlayStation games, plus strategies for Spider-Man, Tony Hawk's Pro Skater 2 and Chrono Cross.

DEATH IS HERE! RENT IT NOW!

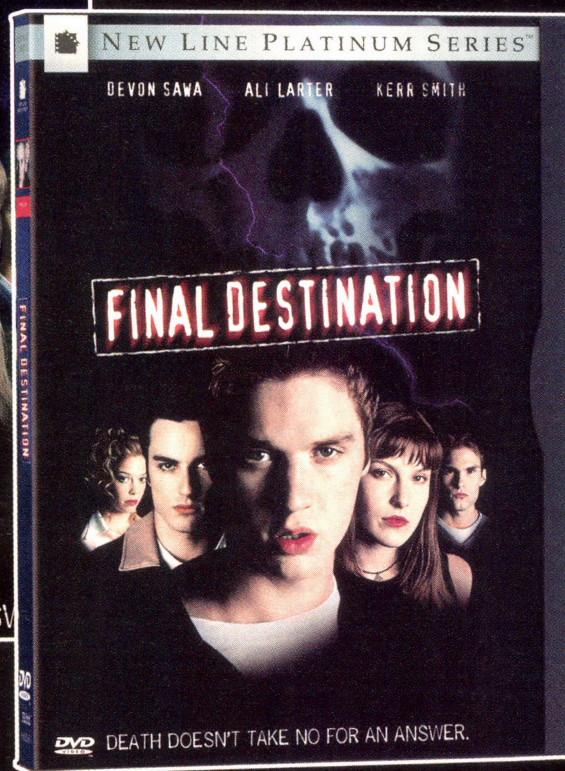


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Everything you need to know to get our exclusive disc up and running.

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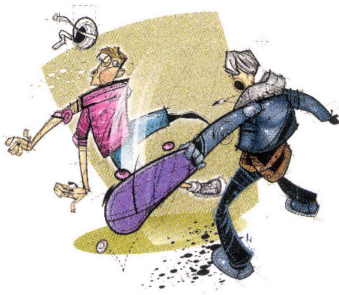
Let us know your thoughts. Write us at our usual address, or send us e-mail at OPM@ziffdavis.com.

Spin • 36

PS2 truck tour details, news from the European ECTS show, a pic of a very sexy volleyball player, words from X Games superstars, the first wave of your PS2 Survivor responses and much, much more.

Top Secrets • 172

Tricks for all the biggest games, including some PS2! Plus strategy for Spider-Man, THPS2 and Chrono Cross.



Video Games Have Ratings, Just Like Movies

The Entertainment Software Rating Board provides information about video game content. ESRB ratings are intended as guidelines only; parents should still monitor minors' purchases.

It's here.

After a wait that seemed to go on forever, this month the PS2 will finally be in stores and flying off shelves in record-breaking time. A million systems will be in stores on Oct. 26, and by all accounts it's expected that every last one of them will be sold by the end of that weekend. Make sure you get yours as soon as you can! This month we've done lots of research and have pieced together what we think is pretty much the definitive list of PS2 software. More than 200 games are set to be released over the next 12 months—and we've got screens and info for nearly all of them.

All this PS2 excitement doesn't mean we've forgotten the PS one, though. The system is stronger than ever, and if you check out the Coming Soon list at the beginning of the Previews section this month, you'll see just how strong. There are well over 100 games being released over the next few months...and rest assured we'll be here to separate the excellent from the truly, utterly frickin' terrible (there's plenty of both from what we've seen).

Now, what are you waiting for? Put the Demo Disc back in and watch that awesome Metal Gear Solid 2: Sons of Liberty video again!



John Davison
Editor in Chief



EARLY CHILDHOOD RATING
Deemed Suitable For Children 3 Or Older. Products Carrying This Label Have Absolutely No Material That Would Be Considered Inappropriate By Parents.



EVERYONE RATING
The E Replaced The Previous K-A Rating Last Year. Suitable For Kids Ages 6 And Up, E-Rated Games May Contain Minimal Violence Or Crude Language.



TEEN RATING
Contains Suggestive Themes, Mild Or Strong Language And Animated Violence. Some Parents May Want To Supervise Children Playing T-Rated Games.



MATURE RATING
These Games Contain More Adult Themes, Such As Blood And Gore, Stronger Language And Sexual Themes. Deemed Not Suitable For Those Under 17.



ADULTS ONLY RATING
The Extreme Of The Ratings, Suitable For Adults Only. Packs Sexual Themes And Extreme Violence. Console Manufacturers Have Yet To Allow An AO-Rated Game.

WWW.ESRB.COM

DEMO DISC THIS MONTH



PLAYABLE DEMOS



SPYRO: YEAR OF THE DRAGON

The third installment in this popular 3D platformer series is shaping up to be the best one yet. See for yourself in this enormous demo, featuring two vast levels and a skateboarding minigame. Play as several different characters, including a kangaroo and a penguin, then hop onto a skateboard for high-flying fun.

INCREDIBLE CRISIS TEEN RATING

It may be the strangest game ever released on our shores (those lucky Japanese gamers get to play all kinds of wacky fare like this), but it's a heck of a lot of fun. Guide Taneo and his family through a series of quirky minigames, trying to keep them out of harm's way.

JARRETT & LABONTE STOCK CAR RACING EVERYONE RATING

Stock car racing is about much more than just going fast and making left turns—and this game helps prove that to be true. Featuring 23 courses and 40 car models, Stock Car Racing's most notable achievement may be the inclusion of realistic car damage that actually affects performance.

CRASH BASH RATING PENDING

The PS one finally gets a "party" game all its own. Crash Bash promises to be a fun, fast and involving multiplayer experience. In our demo, you get to play as either Pogo Painter or Polar Panic. The complete game will feature around 30 events just like those in the demo.

ULTIMATE FIGHTING CHAMPIONSHIP TEEN RATING

A unique, deep and bloody fighting game, Ultimate Fighting Championship is based on the no-holds-barred competitions that have grown in popularity in recent years. The punches are real, and anything goes, creating a frenzied, furious fighter.

NON-PLAYABLE DEMOS

METAL GEAR SOLID 2: SONS OF LIBERTY

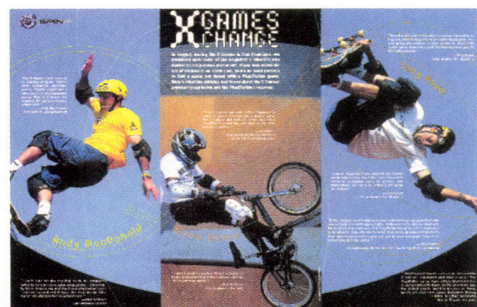
COOL BOARDERS 2001, DRIVER 2, STAR WARS DEMOLITION, FINAL FANTASY IX

SPECIAL FEATURES



PLAYSTATION2 LAUNCH • 94

This is it...it's finally here. Oct. 26 is going to be one of those days that credit cards were made for. Our huge cover story this month shows you all you need to know about the system, the games you really should take a look at, and the DVDs that truly demonstrate the technology.



X GAMES • 42

Men who hurl themselves off walls while riding on bits of wood, metal and plastic talk about the X Games, along with the effect that video games are having on the sport. Mat Hoffman even claims that his video game likeness is better than he is.



PS2 INVADES LONDON • 36

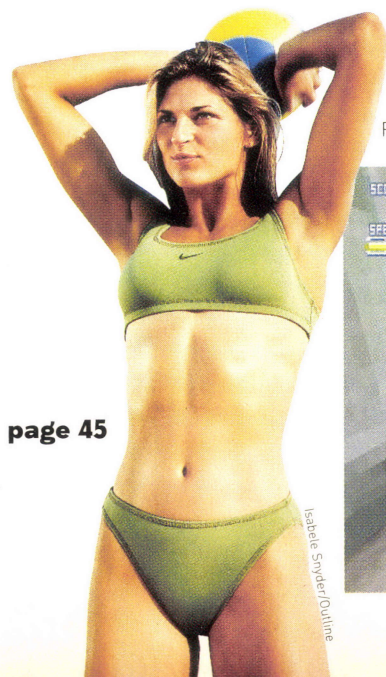
Every year, Europe's finest publishers and developers show their wares at ECTS (European Computer Trade Show). We were there, and brought back screens, news, gossip and pictures of booth babes.

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PLAYSTATION

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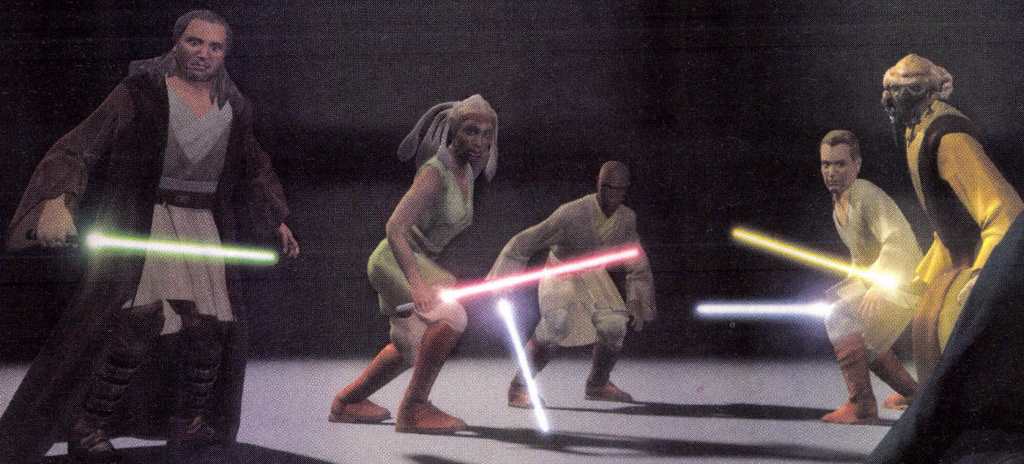
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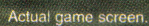
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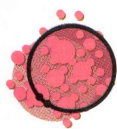
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Non-Playable Demos



Cool Boarders 2001

Players: 1-2 • Availability: November • Developer: 989 Studios • Publisher: SCEA • Genre: Sports



Driver 2

Players: 1 • Availability: November • Developer: Reflections • Publisher: Infogrames • Genre: Action



Star Wars Demolition

Players: 1-2 • Availability: November • Developer: Luxoflux • Publisher: LucasArts • Genre: Action



Final Fantasy IX

Players: 1 • Availability: November • Developer: Squaresoft • Publisher: EA Square • Genre: RPG

Next Month's Demo Disc

Playables:

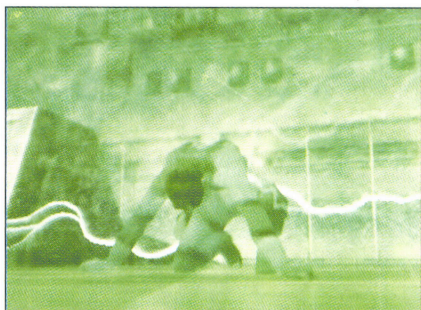
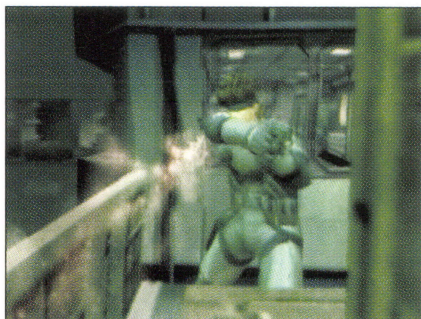
Disney's The Emperor's New Groove, Madden NFL 2001, Matt Hoffman's Pro BMX, MTV Sports: Pure Ride, Star Wars Demolition

Non-Playables:

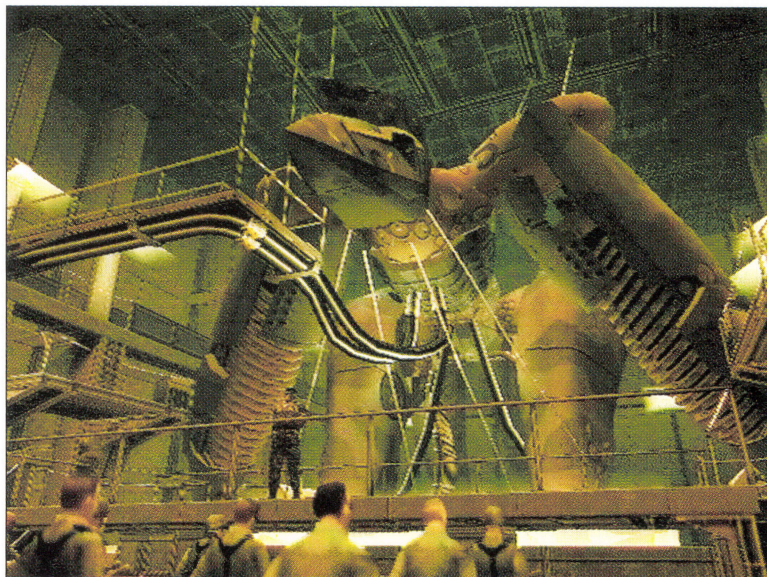
Muppet Race Mania, 102 Dalmations

Metal Gear Solid 2: Sons of Liberty

It's undoubtedly the most famous video game trailer ever created, and this month *DPM* has it for you. After you start up this demo, you'll see why MGS2 was the subject of most E3 conversations. Keep in mind that the entire video is generated in real time. [Note: Due to the compression routine used on our demo disc, the true beauty of this game is somewhat diminished. It actually looks much sharper.]



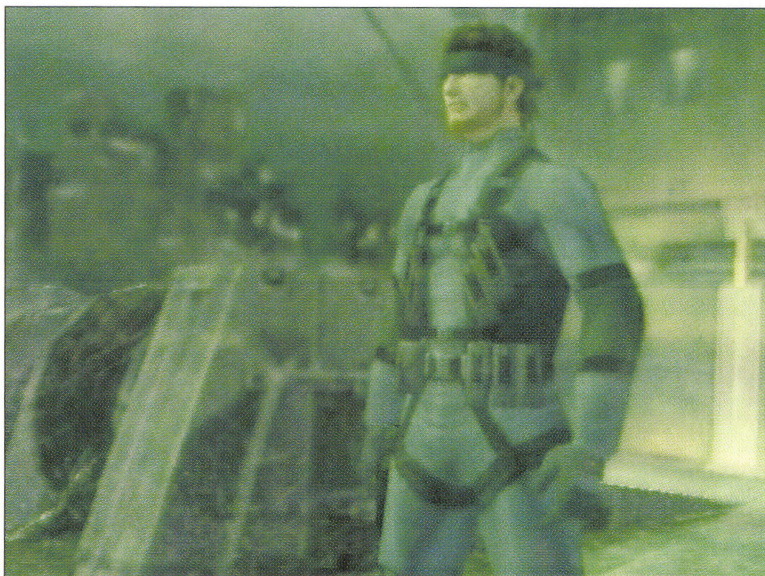
Top: Admittedly inspired by *The Matrix*, producer Hideo Kojima adds a nice bullet ripple effect. Above: The legend returns...with new stealth camo



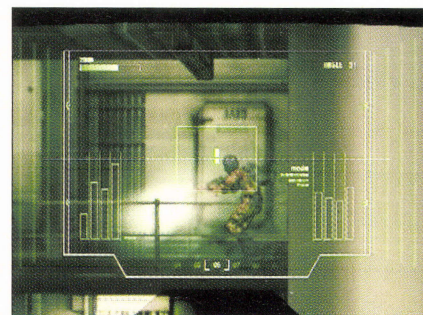
The new Metal Gear, which carries the unfortunate name "Ray," was built to combat terrorist armies of Metal Gear Rex units.



Top Right: The new Metal Gear... Above: Genome soldiers get an IQ boost. Right: A silhouette from the past appears.



You just can't keep a good soldier down. The world is once again in need of Solid Snake, and a new chapter in the Metal Gear saga is born. Plot details are still shrouded in secrecy, but the trailer reveals that information on Metal Gear was leaked to the black market, and the units are now spreading as terrorist weapons. What can stop them? A new Metal Gear, of course...



Crash Bash

Before we begin, let's get something out of the way: Crash Bash isn't the most original game in the world. Much like Crash Team Racing, we're pretty sure you can guess what inspired this collection of party-type minigames—but that doesn't matter. Crash Bash looks like it can stand on its own as a fun multiplayer game.

You can expect the final version of Crash Bash to contain around 30 events, ranging from variations on Pong to pogo hopping to polar bear bumper cars. The adventure mode is similar to the regular Crash games, and there are team battles for most, if not all, events.

The two available demo games are Pogo Painter and Polar Panic. For Pogo Painter, a good rule of thumb is to create large blocks of your color rather than rows; that way you can avoid a competitor taking over an entire row with an arrow power-up (the AI isn't smart enough to try taking over your block, either). Try to get the speed shoes as soon as they appear, and make a beeline for the point box. Rinse and repeat to rack up major points. In Polar Panic, the only things to remember are that "lightning icon on you = good" and "weight icon on you = bad." The OPM Psychic found this out the hard way...Damn that Cortex!

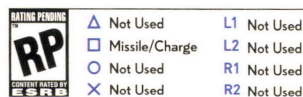
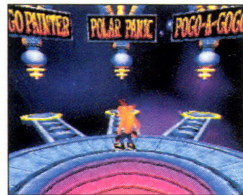
From the looks of the demo, the Psychic is impressed. Crash Bash looks competent enough to stand on its own and provide an entertaining multiplayer experience. But while imitation may be the sincerest form of flattery, I wouldn't hold my breath for Crash Tennis any time soon.



Cruelty-Free Gaming

Sure, you and I may find riding around on polar bears amusing (as well as an efficient form of land travel), but those have-no-funs over at the People for the Ethical Treatment of Animals (PETA) wag their finger disapprovingly: "PETA operates under the simple principle that animals are not ours to eat, wear, experiment on, or use for entertainment."

Judging by PETA's online action sheet (<http://www.petaonline.org/alert/index.html>), it's just a matter of time before gamers are banned from jumping on turtles, riding polar bears, or even shooting Alaskan wolves in order to save the world. So if you must ride polar bears for amusement, do it in the privacy of your own home—we don't want to give them an excuse.



- | | |
|------------------|-------------|
| △ Not Used | L1 Not Used |
| □ Missile/Charge | L2 Not Used |
| ○ Not Used | R1 Not Used |
| × Not Used | R2 Not Used |

Players: 1-4 • Availability: November • Developer: Eurocom • Publisher: Sony Computer Entertainment America • Genre: Action

Incredible Crisis

We're reasonably confident that you've never played a game quite like this before.

First previewed last fall in OPM, Incredible Crisis (Japanese name "Tondemo Crisis") features Taneo, your everyday white-collar working stiff who, along with his entire family, seems to have run into a bit of an unlucky streak. The objective of the game is to guide Taneo's family through the worst day of their lives by keeping them out of harm's way in a series of unique and quirky minigames. What's truly

incredible is that Titus is actually publishing Incredible Crisis in America, as this is the

type of game that most publishers fear will sell poorly. Kudos to Titus, and let's hope somebody at Sony is paying attention (cough...Vib-Ribbon...). When OPM spoke with Polygon Magic about the game, the producer told us: "This title has a unique style that can be described as Japanegame (like Japanimation). So enjoy the pure taste of Japanese game!" We couldn't agree more.



- | | |
|------------|-------------|
| △ Not Used | L1 Not Used |
| □ Not Used | L2 Not Used |
| ○ Not Used | R1 Not Used |
| × Action | R2 Not Used |

Players: 1 • Availability: September • Developer: Polygon Magic • Publisher: Titus • Genre: Weird

Jarrett & LaBonte Stock Car Racing

To a majority of people living above the Mason-Dixon line, the world of stock car racing doesn't make a whole lot of sense. Bulky cars driving around in circles for a couple of hours, while millions watch on TV and buy officially licensed merchandise by the truckload. Well, not all stock car racing falls under that stereotype, and Jarrett & LaBonte Stock Car Racing from Codemasters demonstrates that racing stock cars isn't always about just going fast and making left turns.

The game features 23 race courses, 40 different car models, and a career mode. And while Jarrett & LaBonte might not be as in-depth as other racing sims, there's a detailed modification system that lets you adjust traction, ABS, suspension, and other

important factors (unfortunately, this is disabled in the demo). Perhaps the coolest feature is the realistic car damage—take a nasty hit in the right front corner, and you'll start veering off toward the left until you reach the pits.



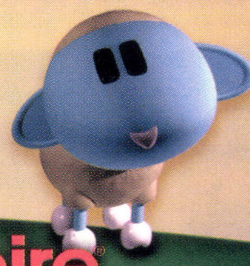
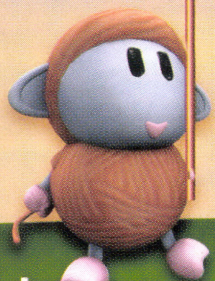
- | | |
|-----------------|----------------|
| △ Change Camera | L1 Show Damage |
| □ Brake/Reverse | L2 Shift Down |
| ○ Handbrake | R1 Rear View |
| × Accelerate | R2 Shift Up |

Players: 1-4 • Availability: October • Developer: Codemasters • Publisher: Codemasters • Genre: Racing

SHEEP

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More
Pork

Wear
More
Leather



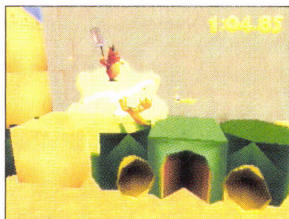
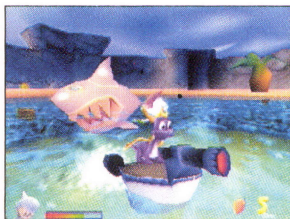
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Spyro: Year of the Dragon



The third installment of the popular 3D platformer series is almost complete, and the spunky dragon is looking better than ever. This time around, Spyro is charged with the dubious task of collecting kidnapped dragon eggs, each containing a unique little dragon tyke.

A new cast of characters joins Spyro in his adventure, and you'll eventually be able to play as six different helpers, including a kangaroo, a penguin and even Spyro's

dragonfly friend Sparks. Spyro: Year of the Dragon will feature 37 levels, plus plenty of minigames. The game looks quite nice, with the usual bright and cartoony Spyro graphics and a framerate that never stutters.

This month's demo is actually pretty large, featuring two vast levels and a skateboarding minigame. In the Skateboard Park, be careful when landing, as Spyro will get a concrete massage if he lands any

other way than forward. Press the X button and hold down on the stick (or pad) near the top of the ramps to get enough air to reach the balloon-dwelling baddies and take them out.

Take your time exploring Seashell Shore (apparently, dragons don't need to breathe underwater) and enjoy the scenery. When you encounter the Shark Sub boss, be sure to keep moving and collecting more ammo boxes. If you're good, you can turn and shoot when he slows down, then turn back around without losing much

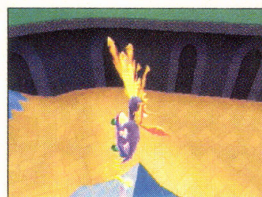
speed. After a few hard shots to the fins, he'll break down and you'll receive a new egg. As the kangaroo, we weren't quite sure what to do with the bombs, but we enjoyed kicking Rhynocks in the face regardless. In the Molten Crater, remember to use your flame against the large guys with the whips, and try to find the penguin for a cool flying segment (he controls like a jetpack would).

So far, this is shaping up to be the best Spyro yet—and the best 3D platformer on the PlayStation.

The Anatomy of a Trick

The skateboarding minigame in Spyro: Year of the Dragon contains a pretty elaborate trick system. Once you finish the difficult challenge, you're encouraged by the local skate pro to test out your skating prowess.

You can either flip (with the Triangle button)...



...or you can spin (with the X button).



If you're really gutsy, try the mysterious "SpinFlip," a trick that exists only in theory.



RP <small>CONTENT RATED BY ESRB</small>	△ Change Camera	L1 Reset Camera
	□ Run	L2 Camera Left
	○ Flame Attack	R1 Reset Camera
	× Jump (glide)	R2 Camera Right

Players: 1 • Availability: Nov.
• Developer: Insomniac
• Publisher: SCEA • Genre: Action

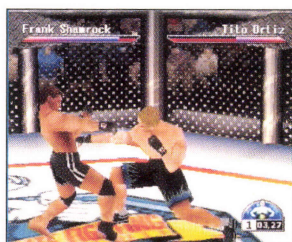
Ultimate Fighting Championship

Somewhere between the sport of boxing and the, er... "sport" of pro wrestling lies Ultimate Fighting Championship (UFC), a place where the punches are real and almost anything goes. Started back in 1993, UFC fighting takes place in

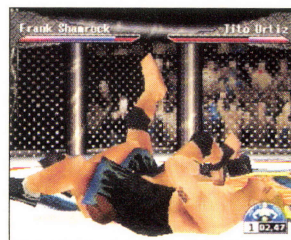
an octagonal arena surrounded by a chain-link fence, lending a "pit" aura to the fighting.

There are 22 fighters, including big names like Frank Shamrock, Tito Ortiz and Pedro Rizzo, each with their own fighting style (sub-

missive, sumo and kickboxing, to name a few). An interesting factoid turned up while the Psychic was doing his research: "A competitor is permitted a maximum of four, (4), individuals in his entourage for the purposes of escorting an athlete to the fighting area." It doesn't look like UFC supports entouragees, so we'd like to officially suggest "create-an-entourage" for the sequel. What's better than having the badass OPM crew strutting to



TEEN <small>CONTENT RATED BY ESRB</small>	△ Right Punch	L1 Block
	□ Left Punch	L2 Not Used
	○ Right Kick	R1 Stand Up
	× Left Kick	R2 Not Used



the ring, ready to bust some heads? Nothin', that's what.

Players: 1-2 • Availability: October
• Developer: Opus • Publisher: Crave • Genre: Fighting

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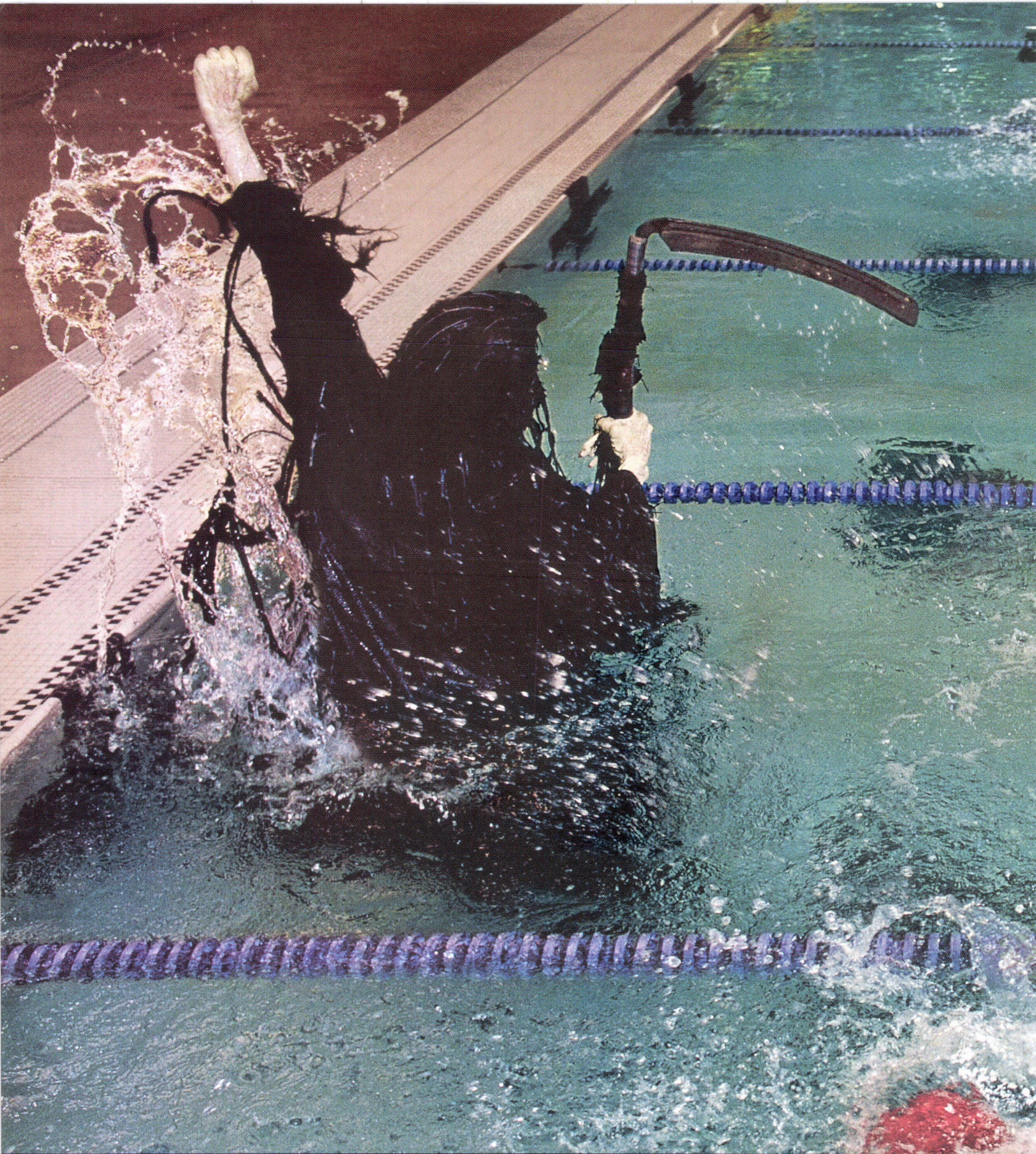
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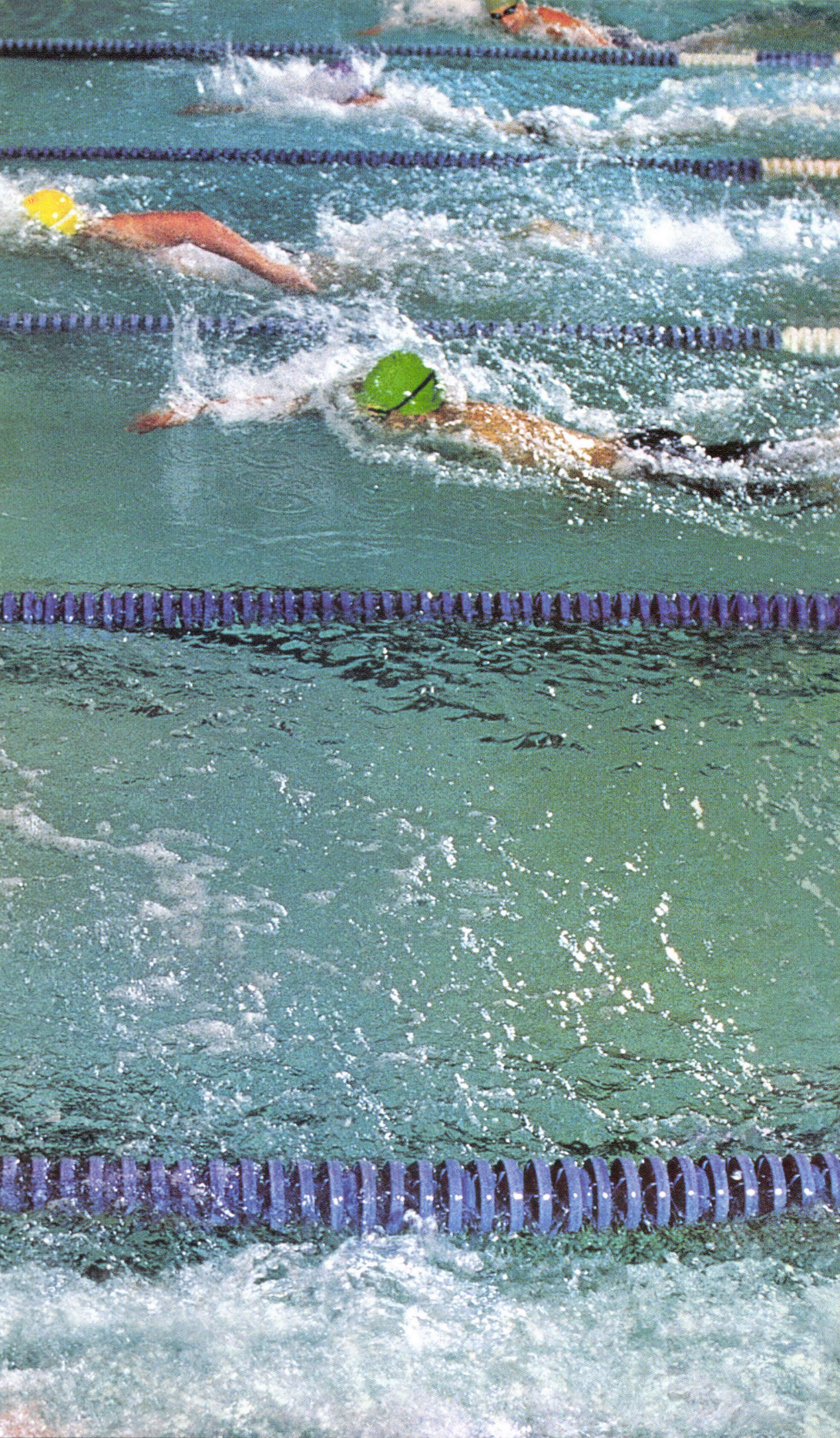
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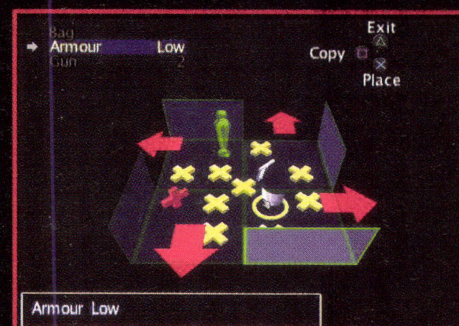
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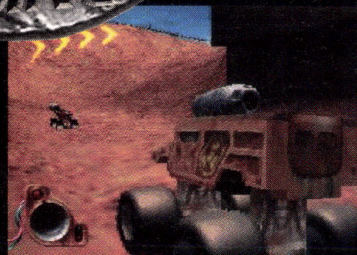
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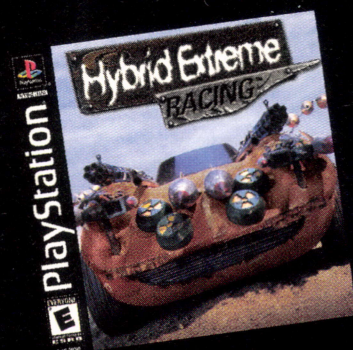
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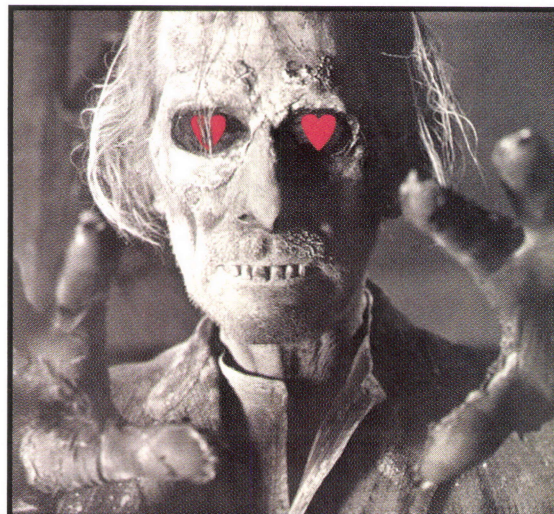


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LETTER OF THE MONTH

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Take Over the Industry!

Upon reading "If We Ran the Gaming Industry" (OPM 36), I must say I was thoroughly impressed. I truly believe you guys are on to something, and as a gamer I beg you to try to get some of your ideas pushed through. I don't know what you guys are on up there, but I want some. Have you shown your ideas to any gaming companies? If so, what were their responses?

Michael Yates
Marion, KS

Over the years we've managed to ruffle a few feathers in the industry with some of our comments, and this article was no exception. What's more important, though, is that all of you have a chance to say what you'd like to see happen to games. Check out page 62 for some of your thoughts, desires and concerns, and make sure you continue to send us your e-mails on this topic. The more you get your voices out there, the more likely it is that the industry will respond to your needs.

Foot Fetish

Who's the babe in the picture with all those prizes found in the Input section in every issue? She's gorgeous! Does she have pretty feet? If yes, please e-mail me a pic.
Chong169@aol.com

That's the charming and talented Jennifer Whitesides, the managing copy editor of our sister magazine *Electronic Gaming Monthly*. And while she does have pretty feet, we're certainly not sending you a pic...



I really enjoyed Gary Steinman's editorial entitled "I Am Not Hardcore." Coincidentally, I've recently been pondering the reasons why I'm not a hardcore gamer.

Gaming consumes my life. It's my only hobby. When I can't play games, I read about games, think about games or try to dream up new game ideas. I'm blessed to have a wife who is VERY tolerant of my gaming obsession (although she's gotten tired of hearing about PS2 and Xbox). I've been an avid gamer for about 26 years, yet I have come to realize that I am not a hardcore gamer. Here are some reasons why:

My PlayStation is not chipped. This is just something I disagree with. I'm against software piracy. I don't like to play import games, because of their cost and inconvenience (I don't read Japanese). And it just seems like a lot of trouble to go through for something that voids your warranty.

I hate Resident Evil. No matter how much acclaim these games receive, I just can't handle the boring gameplay. I'm a huge fan of the John Romero zombie films, I like Rob Zombie's music—but these games stink. I even tried Dino Crisis because of all the hype it got, but it had the same boring gameplay.

I own only one system. PlayStation is where it's at, baby! I sold my N64 long ago, and Dreamcast probably won't be around long enough for me to get my money's worth (although I applaud Sega for its continuing efforts with DC).

I don't have a huge games library. I'll only have a maximum of four or five games in my possession at one time. When I'm done with them, I'm done with them. I trade them in for credit at my local shop after I beat them. The exceptions are PaRappa the Rapper (which I traded in, only to buy back again to hear those wacky songs) and Twisted Metal (the first game I ever bought for PS).

I don't play arcade games. Why should I? I've got a PlayStation in my house. And finally...

I am a gaming snob. I only play the cream of the crop. The only non-AAA titles that I play are games that hold some special interest for me. I play games mainly for one reason: that rush of pure excitement you get when you somehow forget you're playing a game and are sucked in to the whole experience. Playing a crappy game just because it's there is a complete waste of time for me.
SnipesTheMonkey@aol.com

Indeed. Seems like Snipes, along with a host of other letter writers, agree with the idea that you don't have to follow certain rules or buy into misguided notions about gaming in order to enjoy this fabulous pastime. But with the coming of the PlayStation2, there'll be plenty of room for the hardcore and the mainstream gamer to peacefully co-exist. Here at OPM, though, we've got plenty of love and respect for every kind of gamer, from the casual to the committable.

Mad for Maze Madness

On your September demo disc there was a level of Ms. Pac-Man. I read all the previews for the game and thought only that they were crazy for making it. It seemed like they were scraping the bottom of the licensing barrel to see if any stray dollars could be found. But after playing that one level about 10 times I now feel very different. Namco knew with the original Pac-Man 20 years ago how to make addictive gameplay, and apparently they still know how. This is a game that I'll definitely have to check out.
mkiker2089@vnet.net

One of the nice things about our demo disc is that it gives you a chance to try out games you might never have considered otherwise—regardless of what we might say. For more on Ms. Pac-Man Maze Madness, check out this month's review.



Politics of Fear

I think [Illinois Attorney General] Jim Ryan might be attacking video games just because he's no good at them. He probably tried to beat Resident Evil but got killed by a single zombie and thought, "If I rid this country of violent games, all they'll be able to make is the easy kiddie games and then I can show off to my friends that I beat Ape Escape! Hehehe."
pita500@hotmail.com

I think the reason Jim Ryan is attacking violent video games is because he is scared of the monsters in them.
Silverbolt@atopsite.com

Mystery solved. It's not because he deeply cares about family values. And it's certainly not for political gain. Nah, it's just because Mr. Ryan has a difficult time with zombies and monsters that he's decided to speak out against violent video games. Glad we got that all figured out.

Pissed Off

I've been an OPM reader for about two years now. I like the new look—I like everything about it but one thing. You made the magazine larger, and I have a big problem with that. Here's why: I read OPM when I'm on the can, and I always leave my magazine on the top of it. But since it got larger, if I

want to have a piss, I lift up the toilet seat and start, but then the new magazine pushes the cover of the toilet back down and...oops!

Bobby Donckers

bobbydonckers@videotron.ca

Did you try building a bigger bathroom to accommodate our fine magazine?

PS2 Demand...

I've heard that the PlayStation2 may be hard to get, as they would sell out quickly. Further, I'm a dad who will be held personally responsible (probably beheaded) if I fail to deliver a new PS2 to my son on or around the Oct. 26 launch date. Any help/guidance would be appreciated.

TomPeabody@aol.com

While Sony is working hard to try to fulfill demand, unless you've already bought in to a preorder program—or unless you're extremely lucky—there's a good chance you might not have a system on the day it launches. Keep your eyes peeled for any new preorder deals and be prepared to wait in line for hours at your local retailer on the chance you might get lucky. And in the meantime, keep those nasty guillotines and axes out of your son's hands.

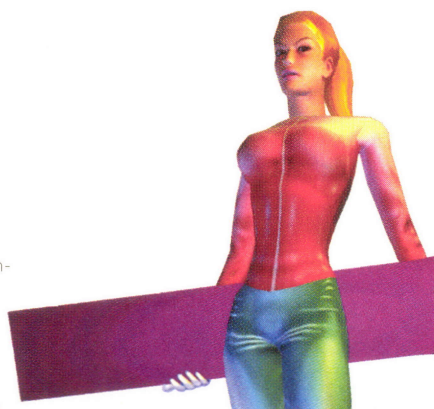
...and Supply

I've only bought two issues of *OPM* so far, but I haven't been able to put either of them down once I've started reading! I don't even have a console yet! But I've made so many deposits on the PlayStation2 that I probably have at least 50 or so being sent over to my house. I'll have to cancel 49 of them when I get one.

Eric Russoniello

Ciremi@hotmail.com

TomPeabody, meet Eric Russoniello. Eric, do us a favor and see if you can help Tom (as well as 48 other distraught fathers) keep his head attached to his neck.



QUESTION OF THE MOMENT

This month you discuss PS2 games. Which will you buy first? Which won't you buy at all? Next month, tell us which gaming classics you'd most like to see remade for the PS2. E-mail your thoughts to OPM@ziffdavis.com. Mark your notes **PS2 Classic**.

SSX looks tight! I'm also psyched for Madden NFL 2001.

Albert Chin

Merrick, NY

Screw Kessen and all those stupid horses. I hate horses. I'll take Tekken Tag Tournament instead.

Russ Grable

TimeSplitters is going to be awesome. How could you go wrong when you've got the team that did GoldenEye working on this one?

Fred Rodriguez

dx123@hotmail.com

I think Metal Gear Solid 2: Sons of Liberty will be one of the best PS2 games because of the graphics and the realism. The way soldiers will react to Solid Snake's actions will be really cool and the first-person view will also be awesome.

Chris Cotto

Bigdady603@aol.com

QUICK HITS

VIRTUAL KISS
Have you guys ever thought of making out with a PlayStation character?

*chritayl@
mciworld.com*

Nope.

CHEEKY
Quit picking on Lara Croft. I love to watch her little bottom moving with athletic grace through elaborate adventure sequences.

*Mike Wolfe
Murchison, TX*

We wonder how Mike can manage "elaborate adventure sequences" with only one hand on the controller...

COMING SOON?

Hey, guys—if you want sex in gaming, then you'll just have to wait until Sony makes a "PlaywithyourselfStation."

*dednsider@
excite.com*

Tell that to Mr. Wolfe. And while you're at it, tell it to Mr. "chritayl" as well.

PUSHY PUSHY
Add this letter to quick hits.

*NHnanaki333@
aol.com*

No.

FUTURE OPM EDITOR?
I'm 18 and I clean toilets at an auto body shop.

laoziap@aol.com

Good for you. You should be real proud.

Screen Caption Contest

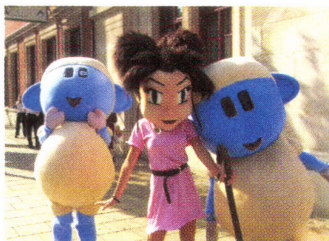
Every month we run a pic, and it's your job to come up with a witty caption that makes us laugh so hard our heads fall off. E-mail your captions to OPM@ziffdavis.com and mark the subject **CAPTION CONTEST**. The new contest picture, taken at the recent ECTS in London (see Spin), should be easy enough.



WINNER!

"Gee, honey...You never faked it in Japanese before!"

Tisijimbo@aol.com



NEXT MONTH

Think of something that'll make us snort milk out of our noses, and you might be our next winner.

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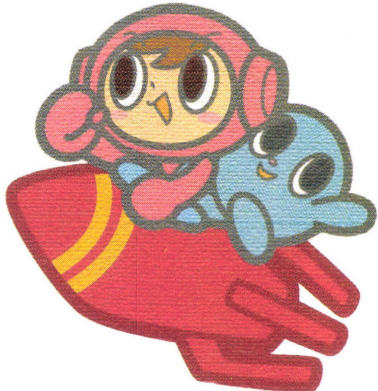
"Who wants to play a game where you control a pink latex-wearing midget who only covers 1 cm of the screen?"

Down With Driller!

What's the deal with all these lame-ass games like Mr. Driller and Sheep? Does someone actually think these game will get great reviews by you guys and make a lot of money? I think with the graphics the Sony PlayStation can show, you should take advantage of it and make more games like Metal Gear Solid and Tony Hawk's Pro Skater. Who wants to play a game where you control a pink latex-wearing midget who only covers about 1 cm of the screen? And believe you me that doesn't cover much of my TV screen. Now let's talk about Sheep. "Whoopdy #*%!#@ \$ Doo." You have to lead a bunch of sheep through obstacles...where's the fun in that? Maybe if you added some freaky animal lovers and some mines or even weapons, it would make the game that much better. I also don't get why you guys waste your time reviewing that sh-t. For instance, you guys wasted a whole page in the September issue, explaining the strategy to Mr. Driller. I could beat that game with my eyes closed. Well, that's all I gotta say. Peace out.

Drew Davis

SuPerMAn1322@aol.com



READERS' MOST WANTED

1. Final Fantasy IX
2. Metal Gear Solid 2
3. Tony Hawk 2
4. Chrono Cross
5. Madden NFL 2001
6. Soul Reaver 2
7. Silent Scope
8. Tekken Tag Tournament
9. Spider-Man
10. Gran Turismo 2000

E-mail your most wanted list to OPM@ziffdavis.com. Mark the subject MOST WANTED.

Mr. Driller lame?! Look at him, Drew. LOOK AT HIM!! Feel Mr. Driller's love. Let his warm spirit and gentle goodness penetrate your hardened shell. Give yourself over to the exquisite pleasure of his mighty drill!! And, Drew, about your comment on Mr. Driller's small stature—you of all people should know that size doesn't matter. Peace out.

THE SOAP BOX

I recently purchased a different game magazine, and when I read the review section I was horrified to see that they had given Spec Ops a 4/5 score! I rented the game so I could try to see things from their perspective, but I kept coming to the same conclusion: This is a total piece of crap! Thoughts that came to mind while playing Spec Ops are akin to, "Every one who owns a PlayStation should send hate mail to the idiots who published this sh- or buy a copy just for the pleasure of burning it."

Your review (OPM 34) was right. This game deserves a -500! Jeez, I'd rather have acid poured on my head and have a dog gnaw on my crotch than play any more of this crap!

The people who made Spec Ops should be ashamed of themselves. It's an insult to PlayStation owners everywhere.

Andre Clement

andclem@hotmail.com

Got something you want to rant about? Get on our soap box and vent. E-mail us at OPM@ziffdavis.com and mark the subject line SOAPBOX



Solid Concern

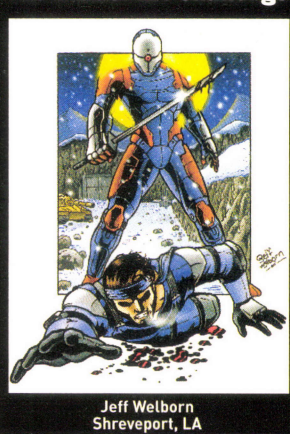
After reading your September magazine about the heated leg wrestling match over the right to review Chrono Cross, a thought came to me: How are you going to decide who gets to review Metal Gear Solid 2? My first thought was a fight to the death...

Tony Mercer

dukemeiser@yahoo.com

The problem with a fight to the death is, we'd have five dead editors on our hands—and maybe a few dead art directors as well, since just about everyone here will want a crack at MGS2. We're not sure what we'll do, but until we figure it out we'll be gazing slackjawed at the video of this game. Check it out for yourself on this month's demo disc!

The Reader Art Challenge

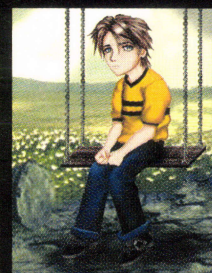


Jeff Welborn
Shreveport, LA

Each month we pick one exceptional piece as our Reader Art of the Month. The winner will have his/her piece published and will receive a new game or game-related item in the mail—so include your mailing address with all submissions. Congrats to this month's winner, Jeff Welborn—although our runners up gave us some equally impressive art works!



Andy Madolara
Wahiawa, HI



Brandi Giacchetta
Alberta, Canada

Official Contest and Sweepstakes Rules

OPM READER ART CONTEST Official Contest Rules:

1. No Purchase Necessary. To enter, send an original piece of game-related art along with your name, address, and phone number to "Reader Art," Official U.S. PlayStation Magazine, P.O. Box 3338, Oak Brook, IL 60522-3338. No purchase or payment of any money is necessary to enter. One entry per household per month. Entries must be received by the 10th day of the month for the next available issue of OPM. All entries become exclusive property of Ziff Davis Media Inc. and will not be acknowledged or returned. Ziff Davis Media Inc. assumes no responsibility for lost, mutilated, late, illegible, incomplete, postage due or misdirected entries. Sponsors reserve the right to cancel this contest at any time with appropriate notice. Only one prize per family, organization or household per month. 2. Prizes: One Grand Prize winner will receive one (1) video game or one (1) video game-related item as determined by Ziff Davis Media Inc. Grand Prize has an approximate retail value of \$20-50. All entries will be judged on the following criteria by OPM editors, whose decisions are final: (50%) originality and (50%) creativity. Entries containing obscene language will be disqualified. All prize winners will be notified by mail. Prizes are non-transferable. No substitutions of prizes are allowed, except at the option of Ziff Davis Media Inc. should the featured prizes become unavailable. 3. Odds of Winning: The number of winners and the odds of winning will be determined by number of valid entries received. 4. Eligibility: Contest open to residents of United States and Canada. Void in Quebec. Non-compliance with the time parameters contained herein or return of any prize/prize notification as undeliverable will result in disqualification. Winners or their legal guardians shall sign an affidavit of eligibility/release of liability/prize acceptance within 5 days of receipt or forfeit prize. By acceptance of prize, winner(s) agree to the use of their name and/or likeness for purposes of advertising, trade or promotion without further compensation, unless prohibited by law. Ziff Davis Media Inc., nor its affiliates, subsidiaries, divisions or related companies are responsible or liable for any damages, taxes or expenses that consumers might incur as a result of this contest or receipt of prize. 5. Winners List: For a list of winners, send a stamped, self-addressed envelope identifying the month for which the winners list is requested to "OPM Reader Art Winners List," P.O. Box 3338, Oak Brook, IL 60522-3338. Allow 4 weeks for delivery of winners list. 6. Restrictions: Void where prohibited or restricted by law. All federal, state and local regulations apply.

OPM CAPTION CONTEST Official Contest Rules:

1. No Purchase Necessary. To enter, send an original caption for the designated screen shot on a standard-sized postcard containing your name, address, and phone number to "OPM Caption Sweepstakes," P.O. Box 3338, Oak Brook, IL 60522-3338. No purchase or payment of any money is necessary to enter. All entries must be handwritten. Mechanically reproduced entries will not be accepted. Entries must be received by the 10th day of the month for the next available issue of OPM. All entries become exclusive property of Ziff Davis Media Inc. and will not be acknowledged or returned. Ziff Davis Media Inc. assumes no responsibility for lost, mutilated, late, illegible, incomplete, postage due or misdirected entries. 2. Prizes: One Grand Prize winner will receive one (1) video game or one (1) video game-related item as determined by Ziff Davis Media Inc. Grand Prize has an approximate retail value of \$20-50. All entries will be judged on the following criteria by OPM editors, whose decisions are final: (50%) originality and (50%) creativity. Entries containing obscene language will be disqualified. All prize winners will be notified by mail. Prizes are non-transferable. No substitutions of prizes are allowed, except at the option of Ziff Davis Media Inc. should the featured prizes become unavailable. 3. Odds of Winning: The odds of winning will be determined by number of valid entries received. 4. Eligibility: Contest open to residents of United States and Canada. Void in Quebec. Non-compliance with the time parameters contained herein or return of any prize/prize notification as undeliverable will result in disqualification. Winners or their legal guardians shall sign an affidavit of eligibility/release of liability/prize acceptance within 5 days of receipt or forfeit prize. By acceptance of prize, winner(s) agree to the use of their name and/or likeness for purposes of advertising, trade or promotion without further compensation, unless prohibited by law. Ziff Davis Media Inc., nor its affiliates, subsidiaries, divisions or related companies are responsible or liable for any damages, taxes or expenses that consumers might incur as a result of this contest or receipt of prize. 5. Winners List: For a list of winners, send a stamped, self-addressed envelope identifying the month for which the winners list is requested to "OPM Caption Contest Winners List" at the address listed above. Allow 4 weeks for delivery of winners list. 6. Restrictions: Void where prohibited or restricted by law. All federal, state and local regulations apply.

OPM LETTER OF THE MONTH Official Contest Rules:

1. No Purchase Necessary. To enter, send a letter or standard-size postcard containing your name, address, and phone number together with your comments to "OPM Letter of the Month," P.O. Box 3338, Oak Brook, IL 60522-3338. No purchase or payment of any money is necessary to enter. One entry per household. All entries must be handwritten. Mechanically reproduced entries will not be accepted. Entries must be received by the 10th day of the month for the next available issue of OPM. All entries become exclusive property of ZD Inc. and will not be acknowledged or returned. Ziff Davis Media Inc. assumes no responsibility for lost, mutilated, late, illegible, incomplete, postage due or misdirected entries. 2. Prizes: One Grand Prize winner will receive a box containing various items from the OPM offices. Grand Prize has an approximate retail value of at least \$10. Winners will be selected by a judging panel whose decisions are final. Winners shall be selected from all valid entries received. All entries will be judged on the following criteria by OPM editors, whose decisions are final: (50%) originality and (50%) creativity. Entries containing obscene language will be disqualified. All prize winners will be notified by mail. Prizes are non-transferable. No substitutions of prizes are allowed, except at the option of Ziff Davis Media Inc. should the featured prizes become unavailable. 3. Odds of Winning: The odds of winning will be determined by number of valid entries received. 4. Eligibility: Contest open to residents of United States and Canada. Void in Quebec. Non-compliance with the time parameters contained herein or return of any prize/prize notification as undeliverable will result in disqualification. Winners or their legal guardians shall sign an affidavit of eligibility/release of liability/prize acceptance within 5 days of receipt or forfeit prize. By acceptance of prize, winner(s) agree to the use of their name and/or likeness for purposes of advertising, trade or promotion without further compensation, unless prohibited by law. Neither Ziff Davis Media Inc., nor its affiliates, subsidiaries, divisions or related companies are responsible or liable for any damages, taxes or expenses that consumers might incur as a result of this contest or receipt of prize. 5. Winners List: For a list of winners, send a stamped, self-addressed envelope identifying the month for which the winners list is requested to "OPM Letter of the Month Winners List" at the address listed above. Allow 4 weeks for delivery of winners list. 6. Restrictions: Void where prohibited or restricted by law. All federal, state and local regulations apply.

QUICK HITS

TASTES LIKE...
I already breaded my chocobo. What now?!
neoatlantus@hotmail.com

Deep fry it and eat it, of course.

DUH
Is Chrono Cross really that good?
Peter Le
qux_sado@yahoo.com

Yes.

CLOUDY THOUGHTS
Why didn't Cloud (from FFVII) just give Aeris a Phoenix Down at the end of disc one?

Jay Davis
jaytheff@gmail.com

He probably wasn't thinking straight because someone ate his prized chocobo.

DIE, DIPSY!
On your August demo disc I have a question. I have played the Teletubbies game for hours, but I can't figure out how to kill them.

Chip Henson
ash1701@earthlink.net

If you do figure it out, be sure to let us know first.



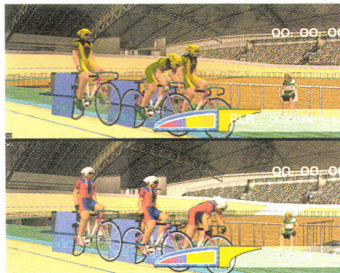
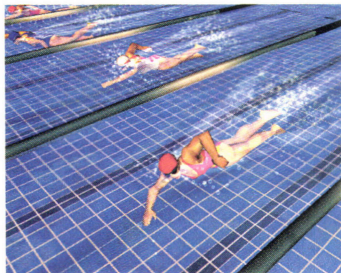
His legs take him 200m in 19.32 seconds.

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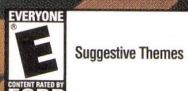
 Dreamcast.



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Whoever has the most toys wins.



PlayStation 2

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Out here, the goal is simple: accumulate as much stuff as possible. That's what it takes to win - that and a little skill, of course. And if you're expecting some "techie" game, play something else. Swing Away Golf's about fierce competition. You star in an ongoing storyline where your talent and personality develop each time you play. But stay on top of your game, because the better you get, the tougher the courses get. Make opponents insane with envy, as you compete to be the most decorated player on the links.

SWING AWAY
GOLF



Andy Macdonald
1999 X-Games Gold Medal, Vert Doubles
1999 World Cup Vert & Overall Combined Champion
World Record for Longest Skateboard Jump - 56' 10.75"



Featured Skaters—Andy Macdonald
 Danny Way
 Colin McKay
 Rick Howard
 Brian Howard
 Rob Dyrdek
 Josh Kalis
 Stevie Williams
 Alan Petersen
 Keith Hufnagel
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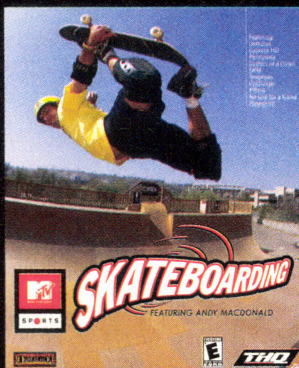




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SO WHAT HAPPENS WHEN YOU TURN ON THE PS2?

Well, first, of course, you have the nifty new start-up sequence (far right), and if you have a PS1, PS2, or DVD disc in the system it will automatically load. But if there's nothing in the system, or the drive tray is open, you go to the new system menu where you have three choices: Browser, System Configuration, and Version.

THE BROWSER

No, not Netscape—this isn't that type of Browser. This is where you mess with everything hooked up to your PS2: Any memory cards, PocketStations, DVD video discs, audio CDs, PS1 or PS2 games in the system will appear here as little icons. If you select a memory card, you will go to the memory card management screen: Select any software and it will load. Presumably other peripherals, such as hard drives, modems, and other extras will also be accessed through here in the future.

UTILITY DISK

The only CD that comes packed in with the PlayStation2 isn't a bunch of game demos (as was previously promised), but more or less an electric version of the instruction

manual. It walks you through the use of various parts of the hardware, and also includes a short sample of DVD video and the PS2's DVD player driver so you can reinstall it to your memory card if you need to.

The controller ports and memory card slots, all the same size and shape as on the original PlayStation. Only two sets? Yup. Sony says they didn't include more controller ports in order to keep costs low.

The good ol' PlayStation logo, which you can rotate easily to suit a vertical or horizontal configuration.

The light in the Reset button glows red when the system is idle, and green when it is active. The eject button has a blue light that flashes when the drive is opening or closing.

You might recognize these little buggers called USB ports—they come standard on modern PCs. All kinds of peripherals—mice, keyboards, scanners, printers, cameras, hard drives—can plug in here, quick and easy.

The IEEE 1394 port, also known by the much more friendly name "Firewire." This same digital interface port can be found on camcorders, cameras and iMac computers, and will give the PS2 an incredibly fast connection to those kinds of peripherals in the future.

SYSTEM CONFIGURATION

Here's where you can customize your system's settings: change the language for the menus to Japanese or English, the time and date (yes, the PS2 has an internal clock), turn the digital audio out on or off, set the component video out to RGB or Y Cb/Pb Cr/Pr, and finally adjust the screen ratio to full screen or the letterboxed 4:3 or 16:9 ratios.

VERSION

These are the programs that run various functions inside your PS2, and will surely be upgradeable in the future. The list on the system as it stands now is browser, CD player, PlayStation driver and DVD driver, all of which are version 1.00 (not surprising since this is from one of the first PS2s off the production line!). You can't really do much here yet, except for one very important, very cool setting under the PlayStation driver, where you can adjust the PS2 to play your PS1 games with faster loading and smoother textures.

BOOTY CALL

On bootup, four colored lights (purple, red, blue, and green) swirl around a dark blue mist, with any number of transparent cubes scattered about—the number of cubes seems to increase the more you play your PS2. After a couple of seconds and a loud tone, the "camera" zooms into the mist, and your disc loads. Huzzah!

Here we have a pic of the PS2's CD player interface (top)—unfortunately even more boring than the PS1's. Next is a shot of a system settings screen (middle), which keeps up the "clear crystal and swirling lights" motif of all the system menus. And finally we see what the browser looks like (bottom), with a memory card, PocketStation and DVD in the PS2, all represented by icons.

Two different stands went on sale along with the PS2 in Japan, a horizontal and a vertical stand. The horizontal stand (about \$9) lays under the PS2 and really doesn't do much except look nice, while the vertical stand (about \$14) stabilizes the PS2 so it can stand on one end and save space.

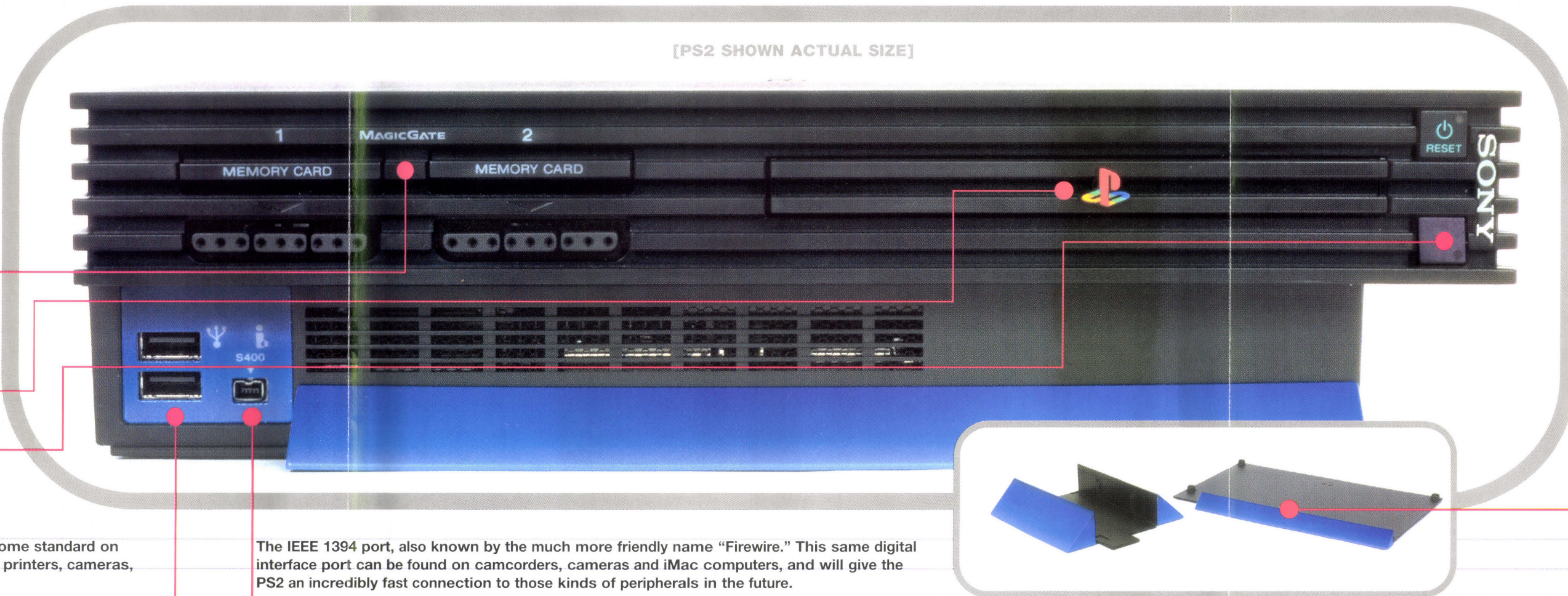
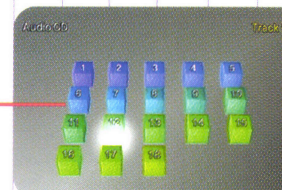
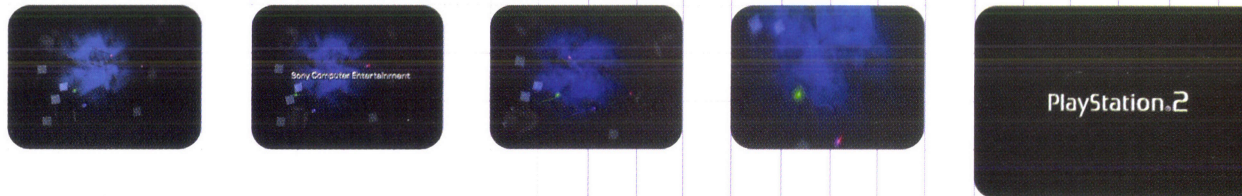
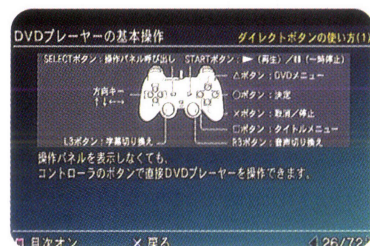
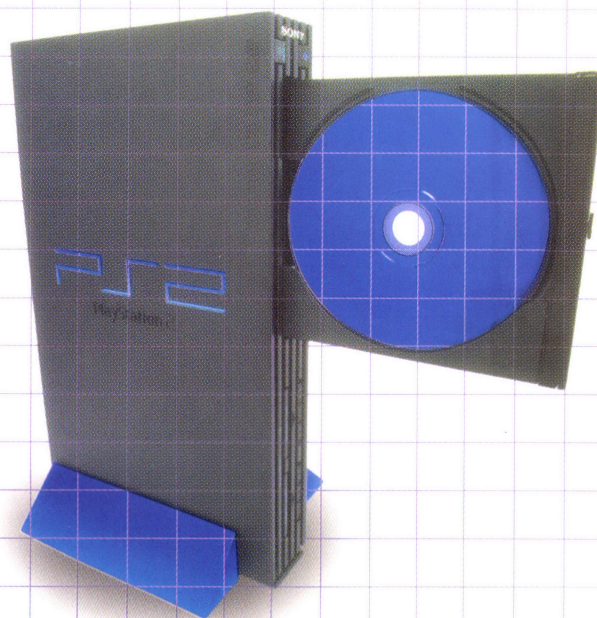
that fundamentally changes society in the same way the printing press did."

THE SYSTEM

Trip Hawkins, CEO of 3DO, on the PS2 to NEWSWEEK

THE DVD MOVIES

Unlike the Japanese PlayStation2, which requires a memory card file to play DVD movies, the U.S. version allows you to watch your favorite flicks right out of the box. If you've yet to watch a movie on DVD, you'll immediately see the giant increase in visual quality that it offers. And don't forget all those nifty extras such as trailers, behind the scenes footage and director's commentary, that can be found on many DVD releases.



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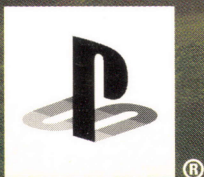
STAR WARS STARFIGHTER™ PlayStation®2



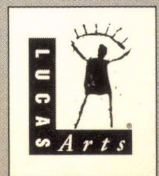
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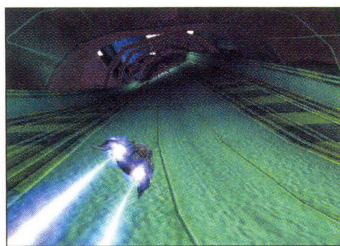


Animated Violence





PS2 Invades London

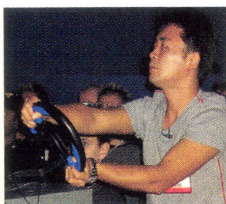


Although nowhere near as large or exciting as the Electronic Entertainment Expo (E3), the yearly European game trade show ECTS still features a host of awesome new games worth checking out. Held in London, this year's show was dominated by some incredibly hot software for the PS2. The games looked amazing and gave us a great taste of what to expect going into next year. Here's our rundown of some of the best games of the show.

Topping our list is **Gran Turismo 2000**. In a special behind-closed-doors presentation, GT 2000 producer Kazunori Yamauchi showed off his new baby. And we all sat in awe. The game now doubles the vertical resolution of the last version we saw, so it looks cleaner than ever with absolutely no flicker. In addition, it uses anti-aliasing to make everything look shiny and polished. Yamauchi also pointed out that he's added in new heat waves. With all these spiffy effects running, the game is simply a marvel to behold. But on top of featuring improved graphics, the game now supports a new control method: a licensed steering wheel. Yamauchi stated that GT 2000 coupled with this steering wheel com-

Top Five Coolest ECTS Happenings

1. New MGS2 trailer
2. Jamiroquai at the Sony party
3. Gran Turismo 2000
4. Free drinks at Empire's booth
5. Sony's Phil Harrison getting engaged on the plane to ECTS... and being congratulated by Angelina Jolie, who happened to be sitting nearby



pletes his realization of the perfect racing game. He also said that he hopes to have GT 2000 ready this winter.

Another title that completely blew us away was **Dropship** (top picture—which is real-time, by the way). You've never seen environments like this in a game before. Never. Dropship sets you in a huge world that's filled with insane amounts of trees and other terrain. The developers showed how you can fly well up into the sky and swoop down—and all the while everything remained perfectly detailed. Amazing.

Sony also had its Liverpool team showing off **WipeOut Fusion**, which was finally in playable form. From what we've seen so far, this WipeOut is definitely faster than any of the previous installments, and as you'd expect, the graphics are out of control.

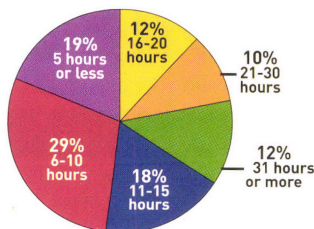
THQ showed off **Red Faction** in playable form for the first time on PS2. Developed by Volition (the team behind Summoner), the first-person shooter allows you to destroy just about everything in the game. Every wall. Every block. Even the ground beneath your feet. It's pretty amazing stuff.

New Metal Gear Solid 2 Trailer

Konami kicked off ECTS with the unveiling of a new trailer for MGS2. This one opens with Snake walking across a bridge at night. He's wearing a hooded jacket and smoking a cigarette. Suddenly he breaks into a run, throws off his jacket, and turns on stealth technology. He then jumps off the bridge (the camera moves in slow motion for this). And then we see that he's attached to a bungee cord—which allows him to safely infiltrate the same ship from the previous trailer. We're then treated to new scenes of Snake blasting away enemies, such as one across a bar and one in which a magazine gets trapped in between a flurry of bullets (both pictured below).



**OPM
Reader Poll**
How many hours
do you spend
playing video
games a week?



Dragon Quest VII Releases in Japan

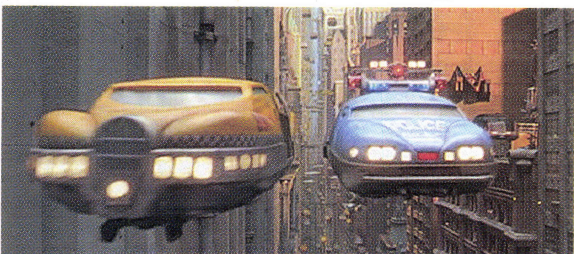
The latest installment in the insanely popular Dragon Quest series was recently released in Japan. And to no one's surprise, people bought it.



Every new Dragon Quest game is met with tremendous excitement upon release in Japan, and Dragon Quest VII was no different. The game sold approximately 2 million copies in the first weekend of release, and has continued to sell strongly ever since. In fact, Enix has recently announced that 3.2 million copies of the game have been shipped to stores in Japan. Some unfortunate happenings did surround the DQ7 launch, though. In two separate incidents over the initial release weekend, two boys were robbed of their copies of the game by motorcyclists. One 15-year-old from Edogawa Ward in Tokyo was riding his bike home after buying the game, and two thieves on small motorcycles demanded he hand it over. Dragon Quest VII is planned for release in the U.S. early next year, but will likely come under the name Dragon Warrior VII.

Strange but true:
In the past, the Japanese government has requested that Enix release Dragon Quest games only on weekends, fearing that too many children would skip out on school to buy a copy.

Fifth Element Racing



Kalisto is currently planning a new racing game based on the taxi cab scenes from the movie *The Fifth Element*. You'll likely take the role of Bruce Willis and race in and out of flying traffic. The game is slated for PS one, but could end up coming to PS2 as well.



The New Blood

Ghost in the Shell makers prepare new movie and game

Although it's not being released until later this year in Japan, a certain upcoming film is already causing quite a lot of excitement among the Japanese anime community. Titled *Blood*, the movie was created by Mamoru Oshii, the director of the highly acclaimed anime *Ghost in the Shell*. Oshii leads a crew of other talented individuals, many who have also worked on *Ghost in the Shell* (both the movie and the PS one game) and other projects such as *Neon Genesis Evangelion*, *Patlabor* and *Rojin Z*.

Created digitally (all paint and filming was accomplished on computers), *Blood* is already being hailed as one of the most stunning animated movies yet. Interestingly, more than half of the movie's dialogue will be in English, as the story takes place at a U.S.

base located in Japan. English dialogue will be subtitled into Japanese for the release there, and Japanese dialogue will be subtitled into English when the film makes it Stateside next year.

As if the movie alone isn't enough to get excited about, there's already word coming out of Japan that Sony is working on a PS2 game based on *Blood*. The production company working on the movie, IG Plus, is a joint venture between Production I.G. and SPE Visual Works. SPE Visual Works in turn is a joint venture between Sony Music Entertainment and Sony Pictures Entertainment. While no details on the game have been revealed yet, we've heard it could see a release before the end of next year. Look for more on both the movie and the game in a future issue of *OPM*.

C-12 Wows Audiences at ECTS



Regular *OPM* readers might recognize C-12 as the Sony Cambridge game we first revealed two months ago. Well, Sony had C-12 up and running in its ECTS booth, and all we can say is...wow! The game makes use of one of the most impressive graphics engines that we've yet seen on the PS one (the system just continues to amaze). And more importantly, it's really fun. The game puts you in control of a guy named Lieutenant Vaghan, one of the few resistance fighters left after the invasion of Earth by alien forces. It plays somewhat like a mix between Metal Gear Solid, Contra and Quake. It's definitely one you'll want to keep an eye out for next spring.

OVERHEARD: CAPCOM ON PS2

"PS2 can handle 2D games with no problem. Although we currently don't have any plans to, if demand is there, we will consider developing 2D games for the system. I think it's more of a platform for so-called Digital Entertainment Software than a platform for video games. We are making excellent progress with the PS2 titles we are developing."

—Capcom's Noritaka Funamizu (*Marvel vs. Capcom 2*, *Power Stone*, *SNK vs. Capcom*) shares his thoughts on PS2

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before victory

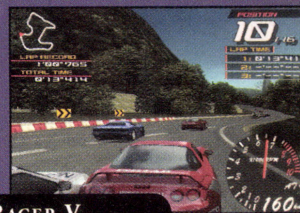




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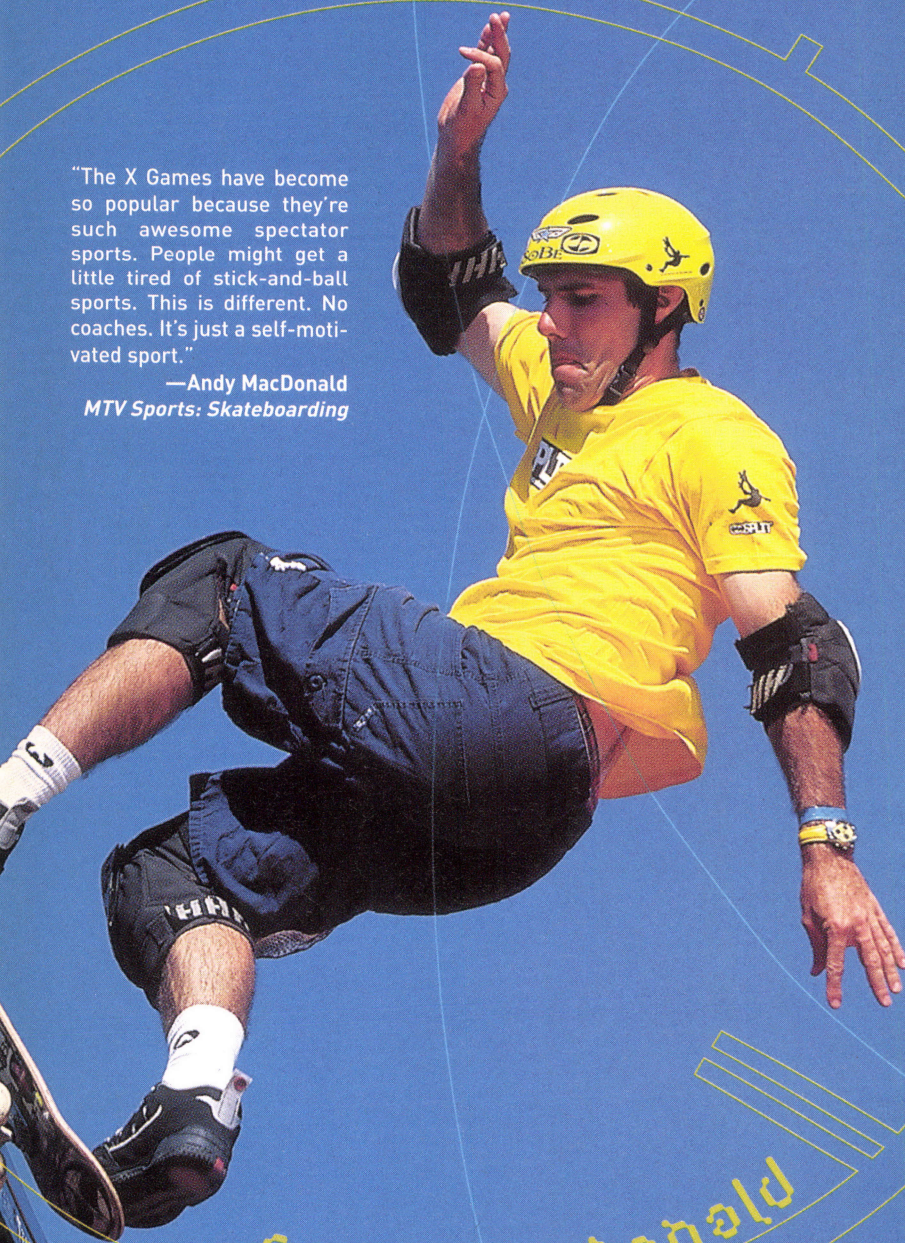
PlayStation®2



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"The X Games have become so popular because they're such awesome spectator sports. People might get a little tired of stick-and-ball sports. This is different. No coaches. It's just a self-motivated sport."

—Andy MacDonald
MTV Sports: Skateboarding



Andy MacDonald

"I can't wait for the day that we're all competing virtually through video game simulations. I could really throw down some sh-t then! And why the hell can't I pull no-handed rocket 540s like I can in my video game? My animation is kicking my ass!"

—Mat Hoffman
Mat Hoffman's Pro BMX

X GAMES X CHANGE

In August, during the X Games in San Francisco, we glommed onto some of the brightest X-athletes who double as PlayStation daredevils. If you look down the list of medalists on EXPN.com, you'd be hard pressed to find a name not linked with a PlayStation game. Here's what the athletes had to say about the X Games' popularity explosion and the PlayStation crossover.

"The X Games are sort of the Olympics of extreme sports. And now you're able to watch the X Games and then go home, pick up a PlayStation controller, and play as the athletes themselves."


—Jeff Tilton
Championship Motocross 2001
featuring Ricky Carmichael



Dave Mirra

"I wish I could've pushed 'Retry' a couple of times during my runs at the X Games, just like I do in my video game."

—Mat Hoffman
Mat Hoffman's Pro BMX



"Even though a lot of the tricks may be impossible in real life, they're really fun to do on the PlayStation. You end up making endless combos as you go. It's cool to watch game characters pull through because you hit the right buttons."

—Tony Hawk
Tony Hawk's Pro Skater 2

tony hawk

"I never imagined [Tony Hawk's] Pro Skater would take on the life it did. I just thought it would be a popular game for skaters, and that's what I set out to do: make a fun game for skaters."

—Tony Hawk
Tony Hawk's Pro Skater 2

"In the X Games you're taking the best of the best and placing them into one competition for bragging rights. At the end of the day you know who the top ten in the world are. And PlayStation has given a lot of exposure to us athletes. Kids who you've never seen come up and say that you're their favorite person in a game and ask for your autograph. There's no better feeling in the world."

—Kris Rourke
Championship Motocross 2001 featuring Ricky Carmichael

"I don't know if there's a crossover between the X Games' popularity and how popular the PlayStation games have gotten. I just think the X Games brought these sports attention, and the fastest way to feel like you can do these sports is to play video games that mimic them."

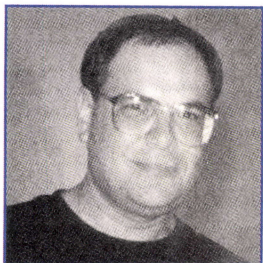
—Mike "Rooftop" Escamilla
Mat Hoffman's Pro BMX



Gimme some sugar, baby

LEONARD HERMAN 3 STEPS TO SUCCESSFUL COMPATIBILITY

I applaud Sony's decision to make the PlayStation2 completely downwardly compatible with the original PlayStation. While this doesn't necessarily guarantee success on the part of Sony, it certainly is a step in the right direction. The belief is that since gamers could keep their existing software collection, they would be more apt to purchase the new one. However, compatibility by itself isn't a guarantee that a system will be successful (nor will a lack of compatibility ensure failure). The way I see it, there are three rules that a company should follow regarding compatibility that would ensure their system will be successful.



1) The new system must have built-in compatibility. After shelling out a small fortune on a new system, the last thing that a gamer wants to do is spend an additional \$70 on an adapter that will let them play games they already have a system for. A system that offers an adapter could be successful in spite of the adapter, not because of it, as the Atari 5200 and Sega Genesis have shown.

2) The original machine must be popular. If the console was popular, then compatibility is a good incentive for players to move up to the new machine without sacrificing any of their games from the old one. These gamers have invested a lot of money in their collections, and compatibility ensures that their investment is safe. Proclaiming that the new machine is compatible with an old unpopular machine won't attract much attention. If Tiger decides to release a game.com2, full compatibility with the original game.com won't increase its success rate one iota. Magnavox had planned to release an Odyssey3 that would have been fully compatible with the Odyssey2; the chances are good that it wouldn't have been a hit.

3) The new system must be compatible with the system that immediately preceded it. Atari's 7800 was fully compatible with the 2600, although the 5200 preceded it. By the time the 7800 arrived the 2600 was passé.

So the bottom line is that the secret to success is for a system to be fully compatible with a popular system that immediately preceded it. Before the arrival of the PS2, only one console in history had met this criteria, and that was Nintendo's Game Boy Color, the most successful console in gaming history. Sony should have nothing to worry about.

Leonard Herman is the author of several articles for *Electronic Gaming Monthly*, *Games Magazine*, and *videogames.com*, as well as a definitive book on video game history, *Phoenix: The Fall & Rise of Videogames*. He's currently working on a third edition, which he hopes will appear in early 2001.



PS2 Keeps On Truckin'

Gaming gets even bigger with Sony's new PS2 truck. Tagging along with the NFL Experience, this mighty big rig will be making stops across the country, and soon will be at a venue near you! Be the first kid on your block to test out all the latest PS2 games, like *Dynasty Warriors 2*, *Ridge Racer V*, *Silent Scope* and *Armored Core 2*. At a recent stop in suburban Chicago, a few celebs even popped in to play some games, including members of *Barenaked Ladies* and *Veruca Salt*. Who knows whom you might meet! Check out the list of locations below, and plan to be there. Don't miss it!



photos by Bob Stefk

Word on the Truck

What games did you play on the truck and which was your favorite?



Joe Wutschel
Played: Tekken, RRV—awesome games. About Tekken, I'm not much of a fighter—but if they're all like that, I'll play 'em!
Favorite: I'd say Tekken, actually.



Mike Kincade
Played: The fighting games, Track & Field. The graphics are off the hook. It was all about the graphics.
Favorite: T&F, but I'm all about sports games.



Matt Barnett
Played: *Dynasty Warriors 2*, *Ready2Rumble: Round 2*.
Favorite: DW2, definitely. The processing power of the PS2 is definitely demonstrated here. It blows everything away.



Sonny Hernandez
Played: R2R2, *Armored Core 2*.
Favorite: R2R2. But I saw one dude playing *Dynasty Warriors 2* and it looked pretty cool. I'll probably get a PS2 when it comes out.

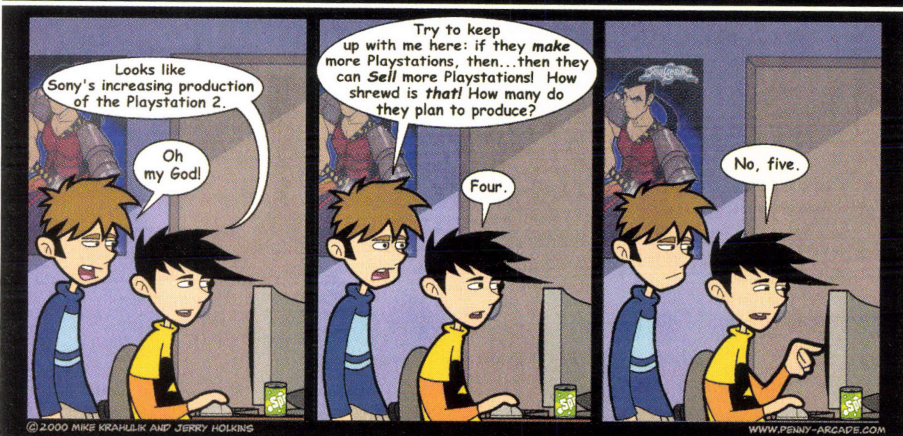


PS2 Truck Schedule

Dates	City
Oct. 5-8	Rochester, NY/Rochester TechPark
Oct. 12-15	New England/Boston/TBD
Oct. 19-22	New Jersey Area/Giants/Jersey Gardens
Oct. 26-29	Queens/Long Island/Iets/Belmont Park
Nov. 2-5	Philadelphia, PA/Philadelphia Park
Nov. 9-12	Baltimore, MD/PSNet Stadium
Nov. 16-19	Washington, DC/RFK Stadium
Nov. 23-26	Charlotte, NC/Carowinds
Nov. 30-Dec. 3	Raleigh, NC/TBD
Dec. 7-10	Greensboro, NC/Greensboro Coliseum
Dec. 14-17	Atlanta, GA/TBD
Dec. 21-24	Nashville, TN/Opry Mills
Dec. 28-31	Birmingham, AL/TBD
Jan. 4-7, 2001	Dallas/Fort Worth, TX/TBD
Jan. 11-14	Dallas/Fort Worth, TX/TBD
Jan. 18-21	Houston, TX/Astradome
Jan. 25-28	Houston, TX/TBD (Super Bowl)
Feb. 1-4	Austin, TX/(Pro Bowl) Round Rock Stadium
Feb. 8-11	San Antonio, TX/Sea World Texas
Feb. 15-18	Oklahoma City, OK/OK State Fairgrounds

*Route & venues are subject to change

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Gabby Goes Digital

The sports lineup of the PS one just

gained a new cover girl. Superstar

volleyball champion

Gabrielle Reece lends

her considerable talents

(not to mention her consider-

able physique) to Infogrames' new

Power Spike Pro Beach Volleyball. In

addition to Reece, the game will

include more than 50 pros

from the Federation of

International Volleyball.

Check out this month's

Previews section for more!

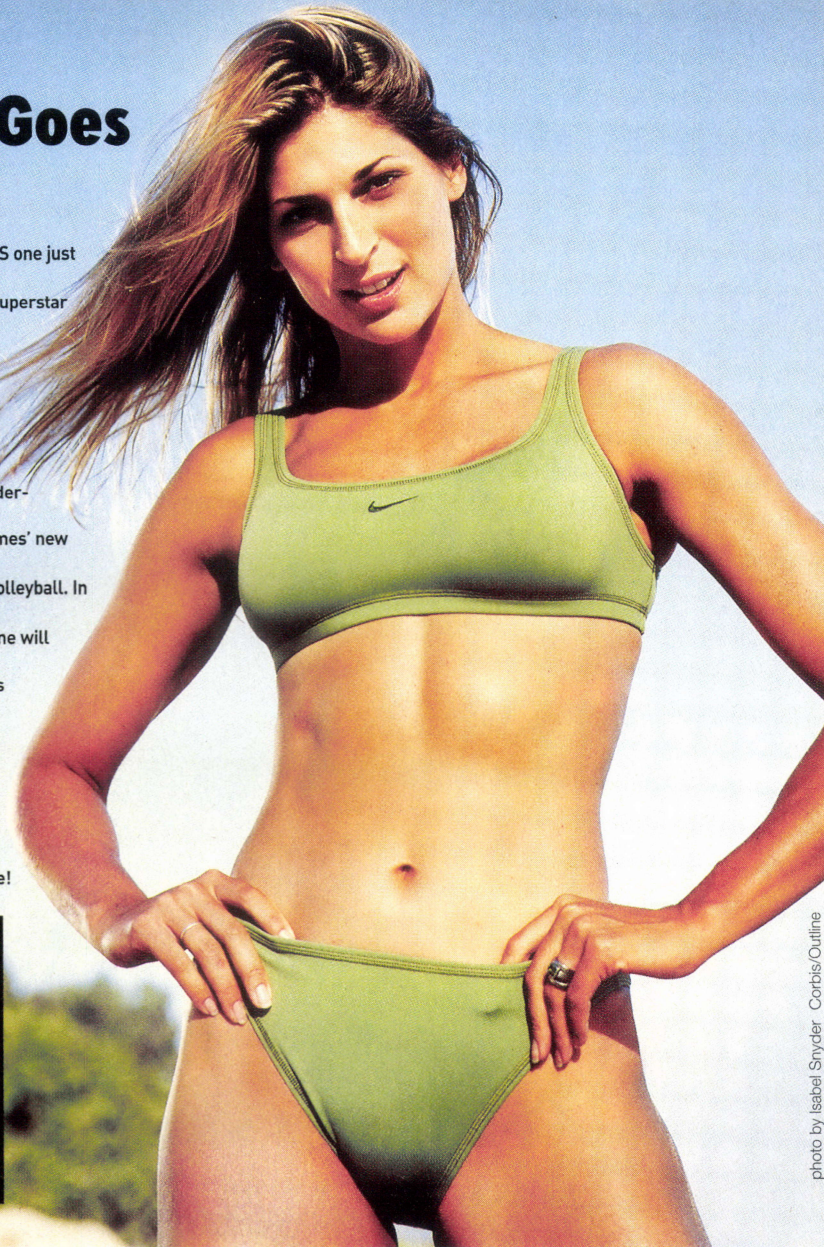
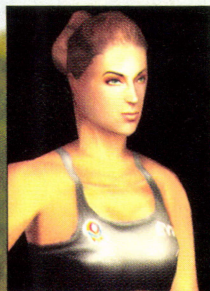


photo by Isabel Snyder Corbis/Outline

Get Ready to Boogie Next Year

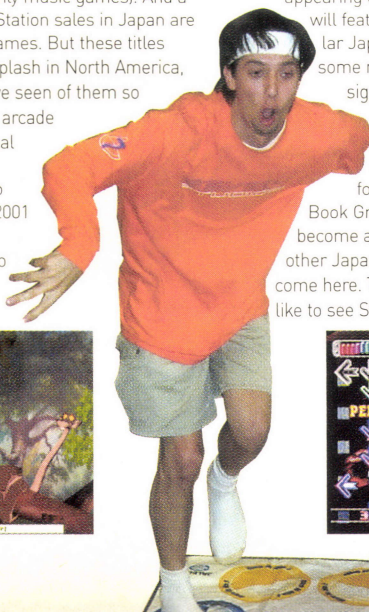
Konami and Ubi Soft prepare to repeat the music game fad that swept Japan

Music games. They've been all the rage in Japan for years now. There, you're almost assured to find an abundance of them in just about any arcade (in fact, many Japanese arcades now carry only music games). And a good portion of PlayStation sales in Japan are made up of music games. But these titles have yet to make a splash in North America, where the most we've seen of them so far is a dance music arcade unit or two at the local Dave & Busters.

That's all about to change, though, as 2001 will be the year that music games start to really gain acceptance here. At least,

that's what we're hoping. Konami intends to release Dance Dance Revolution for the PS one this winter. The game requires you to dance on a pad in tandem with objects appearing on screen. The U.S. version will feature tracks from the popular Japanese mixes, as well as some new songs that have been signed for this market.

Ubi Soft also plans to release a dance game for the PS one and then later for the PS2 called Jungle Book Groove Party. If these games become a success, who knows what other Japanese music games will come here. To the right are some we'd like to see Stateside.



Music Mania



Guitar Freaks: Eddie Van Halen—eat your heart out! This game rocks.

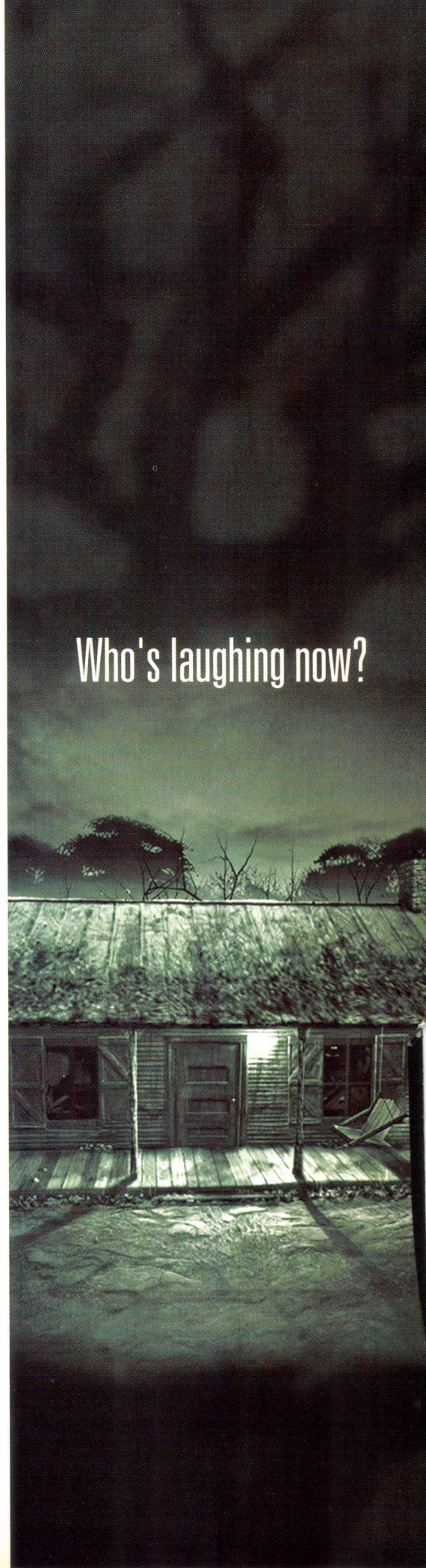


Drum Mania: This PS2 game comes with the pad, a stand and sticks.



Beatmania: Ever wish you were a DJ? Here's your chance to scratch!

Who's laughing now?





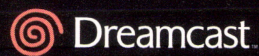
he will rise again!

THE MUMMY™

NOVEMBER 2000



Animated Violence
Animated Blood



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Couples who play together, stay together

The PlayStation2 is upon us and everyone with a pair of hands should be tapping into the new system. With that in mind, *Official U.S. PlayStation Magazine* continues to introduce gaming couples from around the country. This month we chatted with Chicago newlyweds Lori, 44, a high-school PE teacher, and Liz, 29, who works in insurance and studies political science. They've been gaming together since they met, but when the competition gets heated, Link [their pictured pup] doesn't get in the way.

OK, so who's the better gamer?

Liz: Lori.

Lori: Because I play more.

Liz: I hate that she's better than me.

Lori: Yeah, she tries not to act competitive, but she is.

How did your gaming come about?

Liz: She seduced me. She said that—everytime I lost I had to lose an item of clothing. Now it turns into the modern version of strip poker.

Lori: Yeah, but I never lost. I'll cheat by putting my hand over the television—that usually works.

Has gaming interfered with or enhanced your relationship?

Liz: It hasn't interfered, but it's definitely helped me see other sides of her. I knew they were there, but I didn't know they applied to me. You find out real quick that all's fair.

Lori: This from a woman who hides the controller so she can have another turn, and then says, "I didn't know it was your turn."

So do you play competitively?

Lori: It doesn't start that way, but it ends up that way.

Liz: She's terribly competitive.

Lori: So is she. If I get a high score then she has to get a higher score.

Liz: God forbid I get a higher score. If I do, then she has to change the game to a harder level.

What do you think of the lack of gay characters in games?

Liz: There aren't any blatant game characters that are gay, but those women aren't all straight. Lara Croft, for instance. There are these tough, independent, strong women who are beautiful. Of course they're gay.

Lori: It's not even that they're closeted. As lesbians we know they're lesbians. We all know Xena's a lesbian.

Liz: We don't need Ellen to know.

Lori: Yeah, there's no fun in watching that. The challenge is figuring out the ones who act straight. Angelina Jolie, for instance—she's gay. And that just sets the tone for the Lara Croft movie that she's in.

Are games too male-centric?

Lori: Yes. We need more girl games.

And I don't want to see any "How to Apply Make-Up" games, either.

Liz: And definitely nothing where Barbie explodes when she puts the wrong outfit together.

Lori: More games with women, please.

WE WANT YOU!

If you play PlayStation games with your sweetie, we want to hear from you! Send us a letter telling us a little more about you and your gaming experiences together. If you are lucky you may find your ugly mugs and gaming story in our magazine. If you're going to send a pic, only send duplicates; materials cannot be returned due to the volume of letters we get. Send stuff to OPM Couples c/o Ziff Davis Publishing, PO Box 3338, Oak Brook, IL, 60522-3338, or e-mail us: OPM@ziffdavis.com. If you're selected as the Couple of the Month you'll win a free game along with notoriety!



Liz's Favorite Games:
Mortal Kombat,
Centipede, Tomb Raider


Lori's Favorite Games:
Centipede, Tony
Hawk's Pro Skater,
Fear Effect

What they'd love to see:
"Crazy Taxi on
PlayStation2 would be
excellent. Also, more
old arcade games!"

photography by Bob Steifko

Groovy



A close-up, high-contrast image of Ash Williams from the movie 'Evil Dead: Hail to the King'. He is holding a chainsaw with a blood-soaked blade, and his face is in the foreground, showing a menacing expression with glowing red eyes.

NAME'S ASH... HOUSEWARES



ANIMATED BLOOD & GORE
ANIMATED VIOLENCE

EVIL DEAD

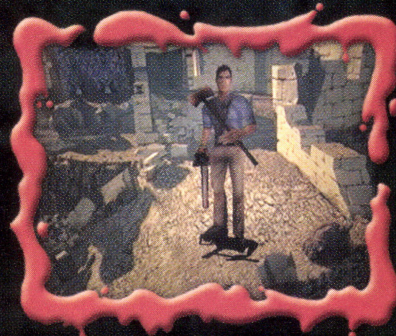
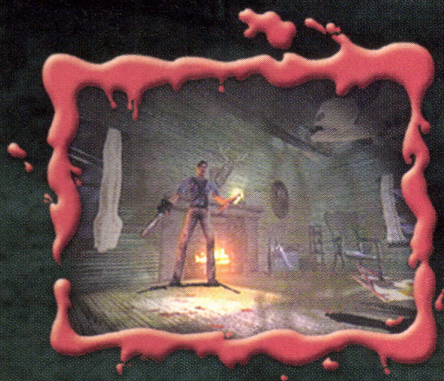
HAIL TO THE KING™

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FIGHT EVIL ACROSS THE SPANS OF TIME: FROM
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BRUCE CAMPBELL AS ASH!



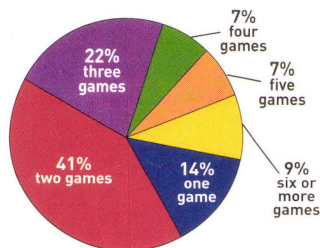
Screenshots from Sega Dreamcast



www.EVILDEADGAME.COM

OPM Reader Poll

How many games do you plan to pick up with the initial purchase of PlayStation2?



CHRIS GORE GET A REAL LIFE GAME

Like some gamers, I'm pretty skeptical. To me, the best games deliver experiences I could never get in the real world, like leaping high in the sky over deadly bad guys, blasting starships in a faraway galaxy, or soaring over dangerous lava to save the princess. I play games to get a taste of what it's like to do things that are otherwise impossible.

So, why would I want to play a game about skateboarding? Heck, I don't need a PlayStation controller to cruise on a skateboard in real life. I wasn't ready to love Tony Hawk's Pro Skater, and a buddy finally had to force me to play it. But the fact is, there's no way that I can perform the breathtaking stunts that are possible in this game. Its creamy control and addictive play make it a truly killer game. And it's taken the gaming world by storm with inevitable copycats. So, I'm convinced. It's a fact—skateboarding video games rock hard.

This got me thinking: Are there any other everyday activities that could be made into a game? How about a game called Water War? It would be a first-person shooter (or third-person, take your pick) in which teams throw water balloons and use mega-powerful squirt guns to blast each other soaking wet. It could actually be cool. Or how about a puzzle game based around cleaning up your room, called Clean Up Champion? It would be something like Tetris, but with dirty underwear, dirty socks, pizza boxes and soda cans (or beer cans, in some cases). Or Playground King—a game set in a playground in which you can climb on the monkey bars, swing on a swing set, go head first down a slide and play games like tag. You can even chase the girls! How about Junior High Dance Challenge, in which you ask girls to dance, then make the right moves at precisely the right time to impress them with your dancing skill? Could be a blast! Hey, that reminds me...I think I'll go play Um Jammer Lammy.

Chris Gore is the editor of Film Threat, www.filmthreat.com, and the host of *The New Movie Show*, which airs on Thursdays at 10:30 p.m. on the FX Network www.fxnetworks.com. In his spare time, he solves baffling crimes as the costumed avenger known as The Weasel.



PlayStation Aptitude Test

Think you know your PlayStation games? Take the PlayStation Aptitude Test (PSAT) each month and see how good you really are.

- The PS one was released in the U.S. on:
 - Oct. 8, 1994
 - Sept. 9, 1995
 - Oct. 23, 1995
 - Sept. 9, 1994
- Which of these four game characters was used in promotional material for the original launch?
 - Cloud from Final Fantasy VII
 - Lara Croft from Tomb Raider
 - Nina Williams from Tekken
 - Sophia from Battle Arena Toshinden
- The U.S. launch price of the PS one was:
 - \$199
 - \$249
 - \$299
 - \$349
- The average age of a PlayStation owner is:
 - 23
 - 14
 - 17
 - 26
- Which of the following was not available on the day of the U.S. PS one launch:
 - Tekken
 - Ridge Racer
 - Air Combat
 - Power Serve Tennis
- Which PlayStation character emerged first?
 - Lara Croft
 - Crash Bandicoot
 - PaRappa the Rapper
 - Cloud Strife
- Which did Sony introduce first: analog control or rumble feedback?
 - 17 million
 - 27 million
 - 42 million
 - 73 million
- How many PlayStations have been sold worldwide as of Q1 2000?
 - Dynamic Video Disc
 - Digital Video Disc
 - Digital Versatile Disc
 - Dynamic Versatile Disc
- What does DVD stand for?
 - Dynamic Video Disc
 - Digital Video Disc
 - Digital Versatile Disc
 - Dynamic Versatile Disc
- Take the number of kilobytes required for an SSX save file, divide by the number of buttons on the Dual Shock 2 that are NOT analog, subtract the number of megabytes on a PS2 memory card, and multiply by the number of fighting games available on the day of the Japanese PS2 launch.

Do you have suggestions for PSAT questions? E-mail your ideas to OPM@ziffdavis.com. Mark your message PSAT

Answers
1. b 2. d 3. c 4. a 5. a
6. b 7. analog 8. d 9. c 10. 36

DATA STREAM

360 Pulled Over

Acclaim has cancelled Ferrari 360 Challenge for the PS2. According to the company, this was due to a recent decline in revenue. Word has it that some team members working on the project have also been let go. It's unfortunate—F360 was looking nice.



MK5 Announced

Ed Boon, one of the creators of Mortal Kombat, has revealed that Mortal Kombat 5 is currently in the works. The arcade game will be released sometime in 2001 and is currently rumored to make use of the PS2-compatible arcade board known as System 246.



Moby Wails

Following musical acts Blur, Chumbawamba and Robbie Williams, who've all lent their talents to the series in the past, EA has announced that Moby is working with the company on FIFA Soccer 2000 for the PS2. Moby will produce an exclusive song for the game.



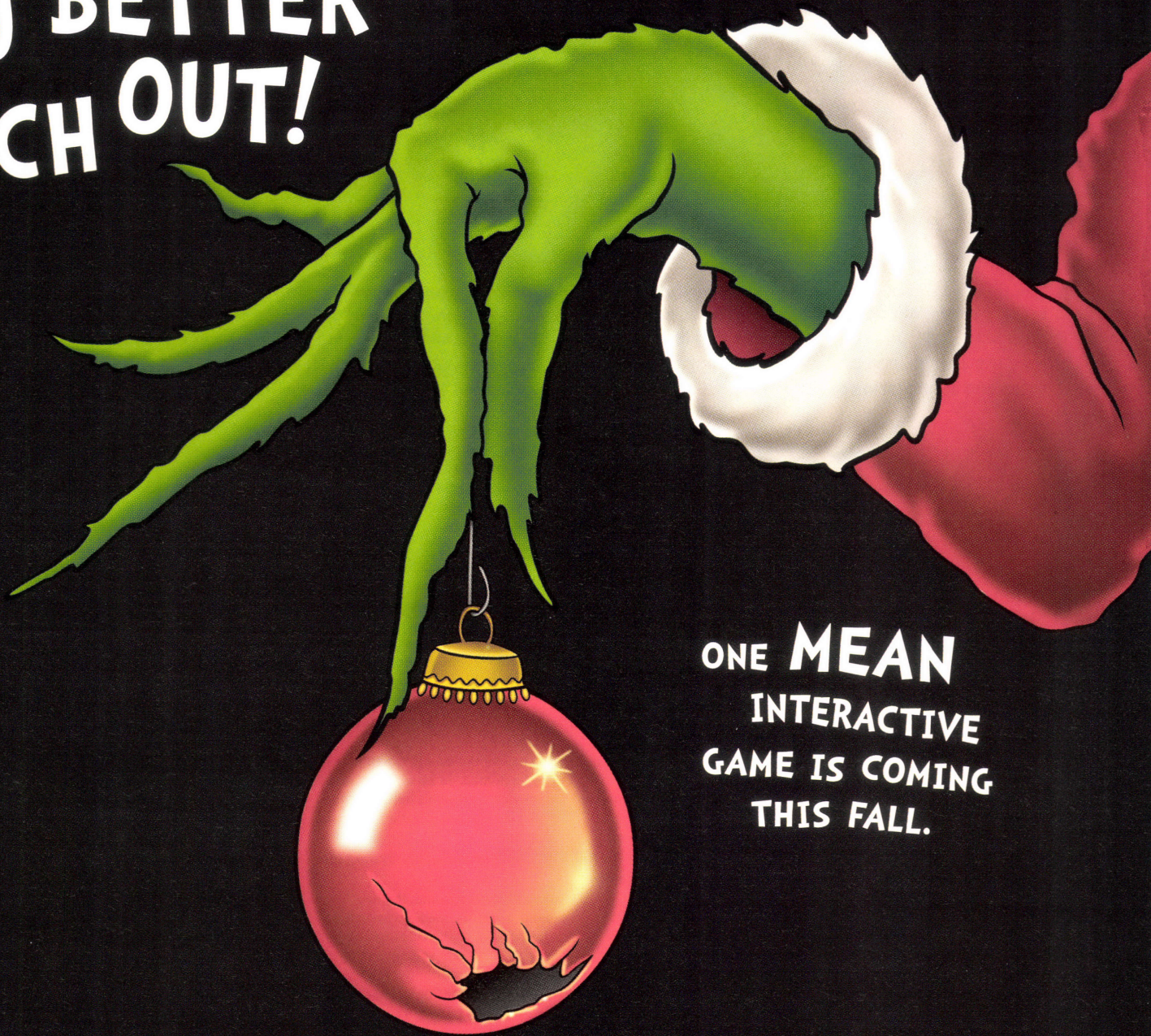
Moby photo illustration by Nitin Vadukul; PSAT illustration by Steve Wacksmann

OVERHEARD: WORKING DESIGNS

"As a publisher, you really couldn't ask for much more. Backward compatibility, DVD-movie playback, hard disk expansion, and great graphics are quite dreamy. While I was disappointed with many of the Japanese launch titles, it's been all cake and ice cream recently in Japan with some really amazing software finally hitting the streets."

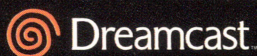
—Vic Ireland of Working Designs (Lunar, Alundra, Silpheed) tells us what he thinks of the PS2

**YOU BETTER
WATCH OUT!**



**ONE MEAN
INTERACTIVE
GAME IS COMING
THIS FALL.**

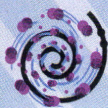
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SPIN

YOU PICK
WHO WINS!

PS2 SURVIVOR

The fans have spoken. After a tidal wave of responses to our Survivor query, Sweet Tooth was the only unanimous loser, but Frogger wasn't far behind. Now, only eight Survivors remain. Much has happened since that first vote. Immunity challenges have been won and lost, and now the Dadongle and Shaka Dula tribes have merged. We've read the e-mails and present some of our favorites. If you want to win the PS2 Survivor Grand Surprise, cast four votes and send stories to survivor@ziffdavis.com and tell us who will survive on the PlayStation2 and why!

Spider-Man has been babbling non-stop about his "Spidey-Sense." He seems to think everyone is out to get him. He was sleeping in a web hammock last night high up in one of the palm trees, until Spyro thought it would be funny to set the hammock on fire.

Steve Majewski
Denver, CO

"Those two trailer park trash ho's, Claire and Nina, won't give up the pie!" says The Rock.

d.c.darby@worldnet.att.net

I vote against Lara Croft. Simply put, I don't like the bitch. I am a guy and not gay!

deviath@yahoo.com

The Rock has quickly gotten on everybody's nerves. "Finally The Rock has come back to the campfire!" Then a minute

later it's "Finally The Rock has come back to the tent!" And since Sweet Tooth wasn't allowed to bring his truck, he used coconuts and sticks to make a small cart to run people over with.

Jake Lacount
buzzboy@deathstar.com

I vote against Claire Redfield. I'm a HUGE Resident Evil fan and have all the games on PlayStation, but if there are no zombies on the island, then screw her.

Shaun Spivak
SJoe1988@att.net

One day on the island, Crash made The Rock mad, so he took Gex and stuck him up Crash's butt. And Abe walks around naked for a few hours each day.

nintendomike2000@yahoo.com

Arriving on the island, the two teams are separated by more than just distance. The Dadongle Tribe quickly sets up a defense perimeter against "umbrellas" and "raccoons"

under the direction of Claire Redfield, who quickly feels a connection with Solid Snake due to his military training. The Shaka Dula Tribe doesn't take itself as seriously. Lara Croft, Aya Brea and Chun-Li have taken to sunbathing despite the protests of Gabe Logan, who builds a shelter and complains that he's the one doing all the work. Frogger quickly notices the emblem on PaRappa's hat, and the two bond, spending hours rapping together.

jcpetersen@home.com

Snake says to Claire Redfield: "Let's play army. I'll lay down and you can blow the hell out of me." She takes it seriously, and when Snake lays down she pulls out an M16 with grenade launcher attachment and fires. Snake, being the tough guy that he is, somehow survives the blast.

TrunksFL@aol.com

I vote against Claire Redfield. It's bad enough to be alone in pitch black—but to be alone in pitch black with someone who attracts zombies. I'd rather not.

Hans Rosemond
hanlomba@mindspring.com

THE SHAKA DULA TRIBE



THE DADONGLE TRIBE



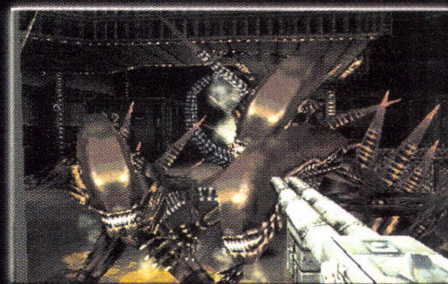
DON'T BE AFRAID OF
THE DARK.

BE AFRAID OF
WHAT'S IN IT.

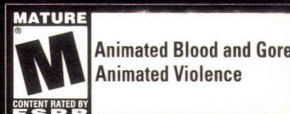
"Alien Resurrection is the most technically
superb game available on the PlayStation"
PSExtreme

"Compelling gameplay and genuine tension set
Alien Resurrection above all other FPS games."
Gamers Republic

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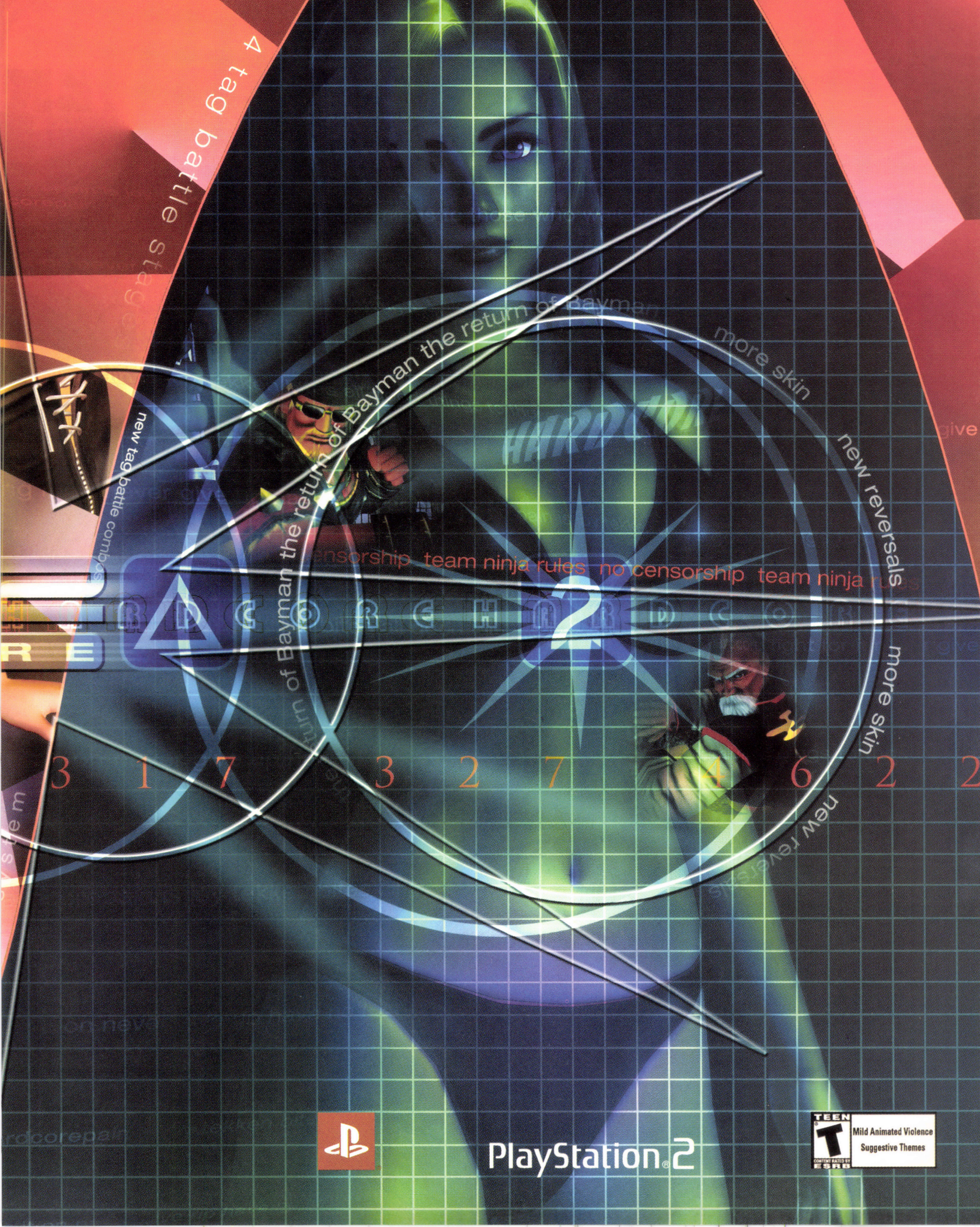


DOA2

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4 tag battle stages

new tag battle combos

the return of Bayman

more skin

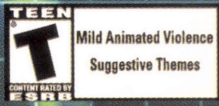
new reversals

more skin

new reversals



PlayStation®2



HAVE FAITH IN BUFFY

Eliza Dushku, who plays the evil slayer Faith on the WB's hit series *Buffy the Vampire Slayer*, denied to *TV Guide Online* any rumors that she's being groomed to replace *Buffy* star Sarah Michelle Gellar. "Sarah is one of the hardest-working women I know," said Dushku, who is currently on view in the cheerleader movie *Bring It On*. It's still unclear as to the importance of Faith's role in Fox's upcoming *Buffy* game, and representatives refused to comment when we pushed them for further information.

www.tvguide.com

LARA'S BUDDY

Daniel Craig, who co-stars with Angelina Jolie in the upcoming *Tomb Raider* movie, told the *Empire Online* Web site that he took a risk signing on to the movie. "I have to do it, because it's an experience," Craig told the site. "I've never done something on this scale before. It will be nice to think if I do this film, I will have more of a choice as to what I do." Craig described his character as "an old flame" of Jolie's adventurer heroine, Lara Croft. "And he's a tomb raider. We go on adventures together. Use your imagination." For more info on the *Tomb Raider* movie and the forthcoming games on both PS one and PS2, make sure you check next month's issue.

www.empireonline.co.uk

BLADE 2 GOES BANANAS

Wesley Snipes told *EW.com* that *Blade 2*, the sequel to his 1998 hit vampire movie, *Blade*, will go beyond the original. "All I can say about *Blade 2* is that it is bananas. Bananas!" Snipes told the site. Snipes added, "The first movie was child's play, because this time we're trying things that have never been done before." The sequel, which starts filming in February, will begin in Las Vegas, where the hero battles a new breed of genetically engineered supervampires, *EW.com* reported. *Blade* will be forced to join with a desperate band of vampires who are also under attack. Activision's forthcoming game, set for release in November, is actually a prequel to the original movie—taking the total number of Wesley Snipes-inspired *Blade* stories up to four.

www.ew.com

STAR WARS: EPISODE II NEWS

Australian location shooting for *Star Wars: Episode II* has wrapped, according to the official *Star Wars* Web site. The production now moves to Italy and Tunisia for more photography. The last Australian shot took place on Aug. 25 at 4:45 p.m. The *Dark Horizons* Web site, meanwhile, reported a rumor that Hong Kong martial arts star Maggie Cheung (*Police Story*) will play "a warrior pupil of the villain" in the movie. Also, *The New York Post* reported gossip that Natalie Portman and Hayden Christensen—who play on-screen paramours Queen Amidala and Anakin Skywalker in *Star Wars: Episode II*—are an off-screen item as well. The newspaper cited unnamed sources saying the two 19-year-old stars are "crazy about each other."

www.starwars.com

www.darkhorizons.com

VOYAGER COMES HOME EARLY

Ethan Phillips, who plays Neelix on UPN's *Star Trek: Voyager*, told fans at a German *Trek* convention that the starship would make its way home before the end of the series, according to the SF Radio Web site. Phillips said that producers wanted at least a few episodes to deal with the homecoming of the long-lost starship back on Earth. There are still rumors that the much-lauded PC game by Raven, *Star Trek: Voyager Elite Force*, is ripe for conversion to PS2.

www.sfradio.de

www.startrek.com

CAGED GREEN GOBLIN?

Nicholas Cage was rumored to have been talking with the makers of the *Spider-Man* movie about playing the Green Goblin. "He'd be a great Green Goblin," *Spider-Man* creator Stan Lee said. Sadly, this turned out to be nothing but rumor. Shame.

www.ew.com

X-MEN 2 GETS STARTED

X-Men stars Anna Paquin and Famke Janssen told the *Popcorn UK* Web site that they have ideas for their respective characters in the sequel. Paquin, who played Rogue, said, "I am going to put the word out that I want to wear the leather suits and jump around and fight and fly and do all that stuff." Paquin added that she'd love Rogue to hook up with Gambit. For her part, Janssen told *Popcorn* that she isn't sure what's going to happen with her character, Dr. Jean Grey. "I don't know if Jean Grey is going to even get a screen kiss, but in the comic book she does get married to Cyclops and they have a child. But then all this other stuff happens, and she turns into Phoenix and then Dark Phoenix, so I don't know where they're going with it."

www.popcorn.co.uk

THREE MORE FROM SQUARE

Columbia Pictures has agreed to co-finance the next three movies from Square's U.S. film production company, *Variety* reported. Columbia and Square Pictures are currently producing *Final Fantasy*, which will be out in theaters next year. All three new movies will be completely CG generated, just like *Final Fantasy*.

www.variety.com

STAN'S BOYS

The Backstreet Boys will become comic-book superheros under the aegis of writer Stan Lee, *E! Online* reported. The series kicks off Feb. 19 with comic books sold exclusively at Backstreet Boys concerts and online.

www.eonline.com

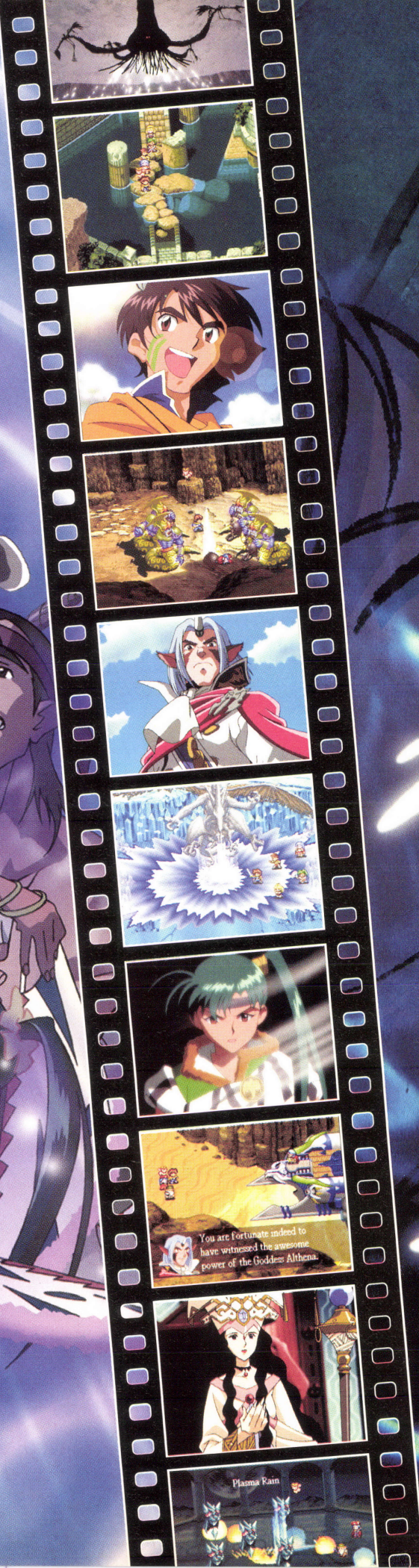
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Our games go to 11!TM

GOSSIP, RUMOR AND SCANDAL. GAMING'S BIGGEST SECRETS DUG UP AND SERVED WITH GRAVY

The launch of the PS2 has got everyone in a very gossipy frame of mind this month, and all kinds of people have been letting stuff slip that really should be kept secret. It's amazing what a bottle or three of wine, a short skirt and a Gaelic accent can do to loosen lips.

GET YOUR PS2 ONLINE WITHOUT BROADBAND

Ask anyone "in the know" about the Internet capabilities of the PS2 and they immediately provide you with a wash of hyperbole scattered with buzzwords, from "broadband" and "DSL" to other such lovelies as "fat pipes."

Speak to anyone who's really, really in the know and they'll tell you that fat pipes like DSL and cable modems are far from widespread, and that the majority of the nation still gets its online kicks through a modem. It's no surprise then that a number of companies are releasing cheap USB 56k modems for the PS2 soon after launch. What surprised me recently was what a friend of a friend from Dallas told me that EA and Origin (which is based in Dallas) had cooking. Apparently the billion-dollar publishing giant has some kind of Ultima Online-type thing in the works and is in the process of finalizing a deal that will allow them to bundle a "free" 56k modem with every PS2 copy of the game. How about that for throwing your weight around? I hope to have more news either confirming or denying this

in the next month or so. Could annoy some of those other modem makers, though, couldn't it?

HARRY POTTER TO BE MASSIVE MULTI-PLAYER ONLINE EXPERIENCE

Fancy playing as Harry in the impending HP game? Apparently it's unlikely, as the current rumors doing the rounds are that Bullfrog is seriously considering making the game an EverQuest/Ultima Online/Asheron's Call-style multiplayer experience. A friend of mine in the development community tells me he recently stumbled into a discussion on the subject and the general feeling was that the game should be based around Hogwarts and that players would build their own junior wizards and embark on quests like Harry, but not as him or his friends. With such a system in place, he learned, it would be possible for "thousands of players to be in the world at the same time."

USE ANY REMOTE WITH A PS2?

I have absolutely no idea where this one came from, but I have to say that if Sony isn't considering it, it would be a crying shame. Word is that one of Sony's many divisions is working on an adapter that will plug into the jypad and memory card slot on the front of the PS2. That's not exactly radical—at least three other companies are doing the same thing. What is radical though is that the memory card portion will apparently contain software that translates DVD input from a Sony



Clish MacLaver Gossip Gossip

Rumor Mill

WipeOut Fusion will be shipped on DVD, but what's going to fill up all the rest of the space?

Rumor has it that Sony's Liverpool Studio (previously known as Psygnosis) is considering including all the PS one versions of WipeOut on the disc. • The PS2 Lara Croft game will almost certainly not be called Tomb Raider, as we've previously reported. It should have a far grittier storyline, with hints dropped by Core Design team members that she becomes something of an art thief. More news on this next month. •

The spectacular-looking Rogue Squadron demo for the Nintendo Gamecube recently seen at SpaceWorld isn't an exclusive Nintendo product. Factor5 members hinted that the game would look just as good on "a number of next-gen systems." Watch for a PS2 announcement from LucasArts in the near future.

universal remote into PS2 jypad button commands. Cool, huh? No one I've spoken to at Sony seems to know anything about it, so maybe this is a rumor that began as wishful thinking on someone's part. If it's not in the works and someone at Sony is reading this (hello, Mr. Kutaragi!)—it sounds like a great idea, doesn't it?

MEDIA GIANT RUMORED TO GET BIGGER AND BIGGER

If you've been hanging around on AOL lately, you'll no doubt have noticed that its links with EA.com are getting considerably more prominent. It's not surprising, then, that there are further rumors that the two companies are looking for a merger in 2001. Keep your eye on the site for new Web-only games in the future. Maybe we'll see PS2 stuff up there soon too?

MATRIX DEAL STILL NOT SIGNED?

In the past my spies have done a great job of passing on information about the upcoming Matrix game, and to be honest I've been strongly under the impression that Shiny has been working on development of the game for some time. I even have a contact who tells me that he's working on the music for them. However, it became clear this month that the deal for who will be bringing the game out on PS2 still isn't actually signed. Shiny is a wholly owned subsidiary of Interplay, as you may know, so you'd expect Interplay to be publishing the thing, right? Apparently not. Our friends at EA get themselves on this page again thanks to one of their little moles letting slip that the company is currently in negotiations with the movie people. Will this game ever be made? Who knows. If someone doesn't

sign something soon, we may not see the game at the same time as the movie sequel, as it was originally planned.

SSX2 ON TRACK

Early reactions from all kinds of people in the games industry—from magazine editors to top people at Sony like third-party and R&D guy Phil Harrison—seem to have assured the future of the SSX franchise. We received word before going to print that early concepts for a sequel are already under way. Woohoo! How could they possibly make it better?

GT2000 STILL NOT READY, BUT GT3 ON THE WAY BY 2003

If you've been keeping your eyes on the video game news sites on the Web, you'll no doubt be aware that there's been all manner of fuss about when GT2000 will be released, and the fact that it's seriously stripped down from original expectations. Want over 500 cars? Play GT2 on PS one. GT2000 features only 150 cars because of the problems involved in modeling the cars in such detail. We have it on good authority that the game will be available before the end of the year, but we've also learned that the team is already working on an entirely new game engine that will be ripe for plugging into a new game. We've heard that GT3 (who knows what it'll be called—so we'll call it this for now) will have strong online links, and that it will allow you to "buy" both tracks and cars from a site on the Internet. Don't

expect to see it for a few years, though! It looks to me like GT3 is the "real" PS2 game, as opposed to GT2000, which is increasingly looking like it's just a pretty conversion. Wait and see...I might be wrong.



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If **YOU** Ran The Video Games Industry

Two issues ago, we told you what we'd do if we ran the games industry. What followed was a flurry of e-mails detailing all of your wishes and desires for your favorite pastime. We've collected some of your thoughts here—but this is just the beginning. Keep those e-mails coming (send them to OPM@ziffdavis.com, marked "If We Ran Gaming"), and we'll continue to print your diatribes until all those industry execs finally sit up and take heed of your mighty voices.

Evil vs. Good

What I want to see in a game is a break from the same old plot line. Typically, you're the good guy going against evil. There's nothing wrong with it, but I want to take a walk on the dark side. I want to be Dracula, Darth Maul or Sephiroth. And if it means that I die in the end or that evil defeats good, then it makes the plot even more interesting. Being good is nice, but it gets boring.

Peter Beneski
bigmclargehuge44@hotmail.com

Good Sports

I would love to see more liberal player creating/editing functions for all sports games. Keeping up with the current real-life rosters is virtually impossible, as most games allow less than 24 new or edited players. My dream of creating the all-time team for every franchise is impossible with all current PlayStation sports games.

I'd also like a ballpark editor for baseball games, much like they have for golf courses and skateparks.

Jon Seals
jonseals@hotmail.com

Every game featuring a major league sport should have a Create-a-Team option where you can build your own expansion franchise from the ground up. Team home city, uniform design (bring back the 1980s Astros uniforms, dammit!), drafting/creating players—the whole enchilada. Of course, the objective would be to DEFEND your title after winning the championship, instead of doing the fire sale thingy...

Also, any baseball game that didn't have a selectable behind-the-pitcher view should be sent back to the developers. Think about it: When you watch baseball on TV, is the camera behind the batter or the pitcher most of the time? Isn't pitching an important part of the game, too?

Brandon Scott
wolf4947@hotmail.com

Gunning for Ryan

There could be a first-person shooter (oh, sorry... "murder simulator") where you're

mission would be to destroy all the evil Jim Ryans. Maybe you could have a gun that launched Resident Evil, Metal Gear Solid and Tekken PlayStation discs.

Alex Hurter
ahooter1@home.com

Lay Off the Mullet!


The mullet is America's hairdo, worn proudly by truck drivers and bad '80s metal bands alike. It fits Solid Snake like a glove, being the world's greatest anti-hero. His hairdo says, "I don't care about what society thinks," and shows he is a true American. Taking away the mullet would be like taking away the stripes from the flag because they clash with the stars. The mullet is part of what makes Snake so cool.

Josh Farkas

Climatic Stories

With PS2 upon us, there's an aspect of gaming that can now be done as never before: weather. A few years back Sega released a sample CD of its game NIGHTS, called Christmas NIGHTS. If you played the disc during winter, everything was snow-covered. Play it on Christmas Eve or Christmas Day, and everything has (you guessed it) a Christmas theme. With the PS2 this could go even further. Picture this: You boot up a new RPG, and as it's loading, your PS2 is checking your local weather on weather.com and matching the game to the weather and time of day. Raining outside? Rainy in the game. This could add some real depth, maybe causing things to happen that wouldn't otherwise. Let's say, for example, your character has to build a dam, but lo and behold, a storm has begun, hampering his/her efforts. Take it a little further: Have the PS2 check your local weather, say, every 15 or 30 minutes and alter the game on the fly. Imagine playing Driver when all of a sudden high winds and heavy rain start messing with Tanner's vision.

Mark Flori
fiendish_one69@yahoo.com



Squaresoft
vs. Neversoft
...put Squall
up against
Tony Hawk

—**Esther Tanksley,**
ltank6@juno.com

Reality Bites

Why make the games more real? That would take the fun out of assuming another persona. Why would I want to assume the persona of a word processor/receptionist who accidentally gets herself involved with the wrong guy, yadda, yadda, yadda. HELLO, mystery, intrigue, someone I am not nor would not realistically want to be—those are the characters I crave to play as.

tomi1female@yahoo.com

There's something I don't understand about you guys. First you say that you want games with more realistic characters. But then you say you want more sex in your games? So now I guess you want non-bosomy girls and sewer scuba divers doing the wild monkey dance? Where's the fun in that? I have no problem with games that don't have women with sinfully large breasts and skin-tight clothes on (cuz frankly I'm sick of that), but if you're gonna make some erotic cuts, make them worth lookin' at.

Esther L. Tanksley

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www.gamespot.com

Our Web partner on ZDNet. News, reviews and everything you want for all game systems.

www.dvdpricesearch.com

Lets you comparative shop across Web sites for any title.

www.thedigitalbits.com

DVD announcements, insider speculation, reviews and much more for the DVD enthusiast.

dvdtalk.com

Great site for news and tidbits of info about DVD releases and features.

eeggs.com

DVD easter eggs, and how to find them.

www.penny-arcade.com

Our favorite games industry cartoonists.

www.imdb.com

The Internet Movie Database. One of the finest movie sites out there.

www.ita.sel.sony.com/CLIE/

Check out Sony's funky new Palm compatible PDA, the CLIE. The coolest palmtop around.

www.rinkworks.com/dialect/

Try it. It will make you laugh. A lot. And become boring to your friends for a while.

www.esrb.org

Check ratings for all games.

internettrash.com/users/godawful_trekfic/

Truly, truly, truly abysmal fan-written Star Trek fiction.

urinal.net

Yep...a site about urinals.

www.myvideogames.com

Cool site with some more unusual and interesting stories than your typical fare.

DVD Coming Soon

11/7/2000

Bedknobs and Broomsticks
Donnie Brasco: Special Edition
Mission: Impossible 2
Pete's Dragon
Titan A.E.
The Powerpuff Girls:
Down 'N' Dirty
The Year Without a Santa Claus

The Perfect Storm

The X-Files: The Complete
Second Season (7-DVD Set)

11/21/2000

Chicken Run
Escape From New York
Gladiator

The Bridge On The River Kwai:
Limited Edition (2-Disc Set)

11/14/2000

Do the Right Thing (Criterion)
Fantasia Anthology: 3-Disc
Collector's Box Set

11/28/2000

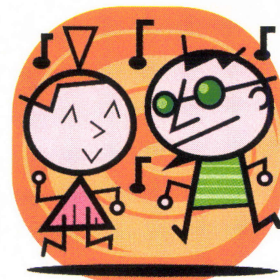
Big Momma's House



Sound Station

By John Scalzi

Each month we review albums from the bands that provide the aural soundscape to our gaming experiences. This month we review albums from bands contributing to the MTV Sports: Pure Ride and Dave Mirra Freestyle BMX soundtracks.



Bender: *Jehovah's Hitlist*

TVT Records

Featured in: MTV Sports: Pure Ride

Spotty. On one hand Bender gets its act together for a couple of nicely done melodic hard rock treats, like "Isolate" and "Passion Flower," which show both chops and promise. But on the other hand it rips off every other hard rock act of the past decade—from Alice in Chains to Tool—when it can't be bothered to keep up its own creative momentum. The result is a rock album that sounds like better stuff you've heard before. Bender could be on the way to somewhere big, but it ain't there yet.

Final Score ●●



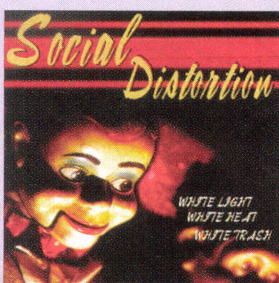
Rancid: *...And Out Come The Wolves*

Epitaph Records

Featured in: Dave Mirra Freestyle BMX

God bless Rancid. They realized that the world needed the Clash to get back together, and when the Clash didn't oblige (bastards!), Rancid took up the slack. *Wolves* is the best Clash album the Clash didn't make. Which is not to say Rancid are just slavish imitators—especially lyrically, they mark their own territory—just that they know how to wield the same liberating ska-punk sound the Clash mastered. It's good stuff, and a reminder that a formula isn't always a bad thing—if the formula rocks.

Final Score ●●●●



Social Distortion: *White Light White Heat White Trash*

Epic Records

Featured in: Dave Mirra Freestyle BMX

Social D's Mike Ness pulls off a pretty neat trick in *White*: He whines like a Ricki Lake guest, but sets it to such scorching punk fury that you can't really complain. I mean, honestly—anyone who can make the mawkish mea culpa of "I Was Wrong" into a heaving hard rock hit deserves your respect. The album is like this all the way around. Ness may need couples therapy all on his own, but at least he's not going to blubber about it. If whining always sounded like this, it'd be a lot more popular.

Final Score ●●●●



Sublime: *Sublime*

MCA Records

Featured in: Dave Mirra Freestyle BMX

This album has been booted toward "classic" status, in part due to singer Brad Nowell's untimely demise prior to the album's release. But sentimentality aside, the album is good but not great. "What I Got" is justifiably praised, but the album's other tracks are a hodgepodge of ska punk that works maybe half the time. Outside of "What I Got," the track that works for me is "April 29, 1992 (Miami)," which recounts a day of rioting and looting, and actually manages to make a social point too.

Final Score ●●●



SX-10: *Mad Dog American*

X-Ray Records

Featured in: MTV Sports: Pure Ride

There's only one track here worth bothering with: "Heart of a Rebel," in which SX-10 (fronted by Cypress Hill's Sen Dog) mixes sledgehammer rock and street life rap in the perfect amounts to rattle your windows and annoy responsible citizens everywhere. The rest of the album just repeats the formula with less success. Lots of guest stars here, from Everlast to Kottonmouth Kings, but that doesn't make it any more interesting.

Final Score ●●

John Scalzi has been reviewing music since "Alice In Chains" referred to a sleazy lost episode of The Brady Bunch. Visit his Web site at www.scalzi.com. Or don't. Free will, you know.

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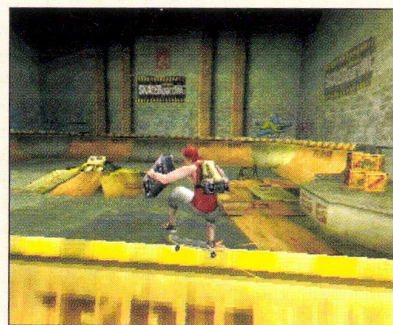
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TOP TWENTY



1 Tony Hawk's Pro Skater

Last Month: 1 Activision ●●●●●

Will this game ever grind to a halt? We imagine its popularity will swoon once everyone gets their hands on the brilliant sequel. But the replayability makes this a must-have for any PS one collection. So, who's your favorite skater? Is it the high-flying coverboy Tony Hawk? Or is it free-wheelin' grind-masta-blasta Chad Muska? And can I get a "shout out" to our girl with a deck, Elissa Steamer? Now, tell us this: Who had the cajones to travel all over the place to see these skateparks for themselves? Who among you has been inspired to hit Woodside, Roswell, Phoenix and a New York mall since buying THPS?



2 NCAA Football 2001

Last Month: — EA Sports ●●●●

The only reason this game made it to No. 2 is because Madden didn't release at the same time. That's not to say that this isn't a good game—it's the best college football on the PS one—but the pro game usually gets more attention. For those who did buy it, write in and tell us what team you usually use in your run for the National Championship and why. Is it simply because of your alma mater? Or do you pick the school with the best volcanology program?

	Last Month	Title / Publisher	Rating
1	1	Tony Hawk's Pro Skater Activision	●●●●●
2	—	NCAA Football 2001 EA Sports	●●●●
3	3	Spec Ops: Stealth Patrol Take 2 Interactive	●
4	6	Driver GT Interactive	●●●●
5	4	WWF SmackDown! THQ	●●●●●
6	14	Digimon World Bandai America	●●
7	—	X-Men: Mutant Academy Activision	●●●
8	2	Legend of Dragoon Sony CEA	●●●●●
9	7	Syphon Filter 2 989 Studios	●●●●
10	5	Tekken 3 Namco	●●●●●
11	10	Gran Turismo 2 Sony CEA	●●●●●
12	—	Tenchu 2 Activision	●●●
13	8	Syphon Filter 989 Studios	●●●●
14	9	Triple Play 2001 Electronic Arts	●●●●●
15	12	Metal Gear Solid Konami	●●●●●
16	11	Crash Bandicoot: WARPED Sony CEA	●●●●●
17	15	Spyro the Dragon Sony CEA	●●●●
18	13	Namco Museum Vol. 3 Namco	●●●●
19	17	Gran Turismo Sony CEA	●●●●●
20	16	MLB 2001 989 Studios	●●●

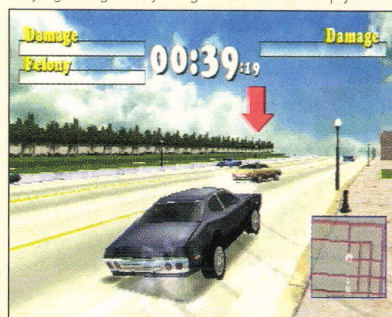
Source: NPD TRSTS Video Games Service, mid-August 2000. Call them at 516.625.2481 for questions about this list. No games for competing console systems (e.g., N64, Dreamcast) were included. Overall sales figures may vary. Game descriptions written by the OPM staff.



3 Spec Ops

Last Month: 3 Take 2 Interactive ●

There's nothing like a horrible game at any price to bore yourself to tears. Warning: If you keep buying this game, your girlfriend will dump you.



4 Driver

Last Month: 6 GT Interactive ●●●●

It's a sweet rebirth for this driving adventure. Soon, oh, very soon, the sequel with its winding roads will bounce onto the PS one.



5 WWF SmackDown!

Last Month: 4 THQ ●●●●●

If you're a huge wrestling fan who hasn't bought this game, you're not a true wrestling fan. Check out SmackDown! 2 in our Previews section.

OPM's Most Wanted PS2 Games

1	Metal Gear Solid 2	Konami
2	Soul Reaver 2	Eidos
3	FIFA 2001	EA Sports
4	Munch's Oddysee	Infogrames
5	Orphen	Activision
6	Star Wars: Starfighter	LucasArts
7	TimeSplitters	Eidos
8	Dark Cloud	Sony CEA
9	Gran Turismo 2000	Sony CEA
10	Zone of the Enders	Konami

OPM's Most Wanted PS Games

1	Final Fantasy IX	Square EA
2	Driver 2	Infogrames
3	Alone in the Dark 2	Infogrames
4	MoH Underground	EA Games
5	The World Is Not Enough	EA Games
6	WWF Smackdown! 2	THQ
7	Mat Hoffman's Pro BMX	Activision
8	Dragon Warrior VII	Enix
9	Fear Effect: Retro Helix	Eidos
10	Mega Man X5	Capcom

Japan's Top 10 PS and PS2 Games

1	Dragon Quest VII	Enix
2	Dynasty Warriors 2	Koei
3	Final Fantasy IX	Square
4	Armored Core 2	From Soft.
5	Gungliffon Blaze	Capcom
6	World Soccer 2000	Konami
7	All-Star Pro Wrestling	Square
8	G Generation-F	Bandai
9	Digimon World 2	Bandai
10	My Summer	Sony

U.K.'s Top 10 PlayStation Games

1	WWF SmackDown!	THQ
2	Colin McRae Rally 2.0	Codemasters
3	In Cold Blood	Sony CE
4	World Champ. Snooker	Codemasters
5	Hogs of War	Infogrames
6	Vagrant Story	Square
7	F1 2000	EA Sports
8	Jedi Power Battles	LucasArts
9	Medal of Honour	EA
10	Destruction Derby Raw	Sony

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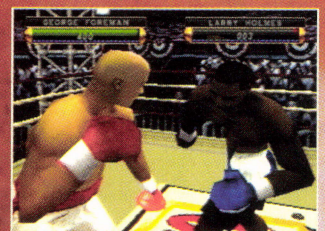
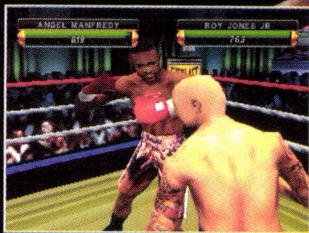
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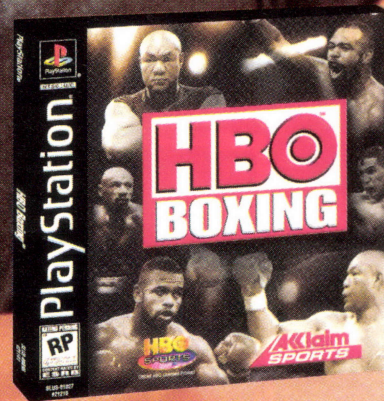
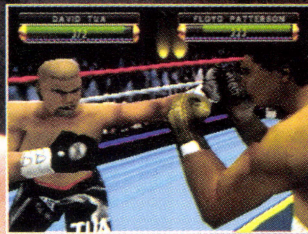
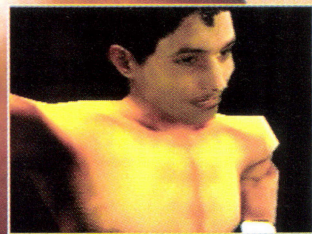
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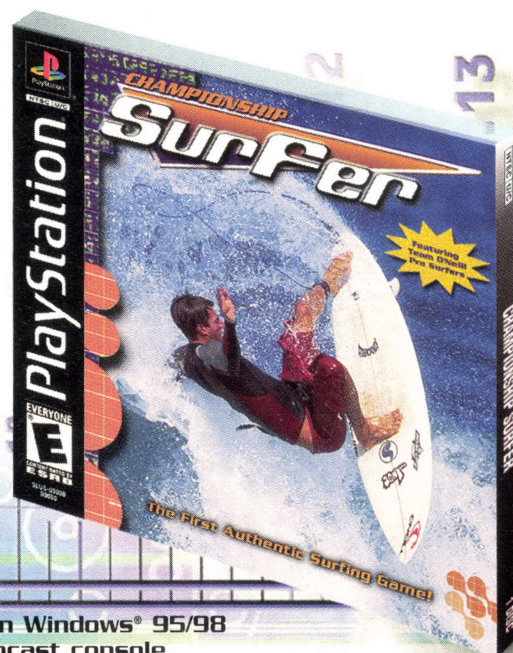
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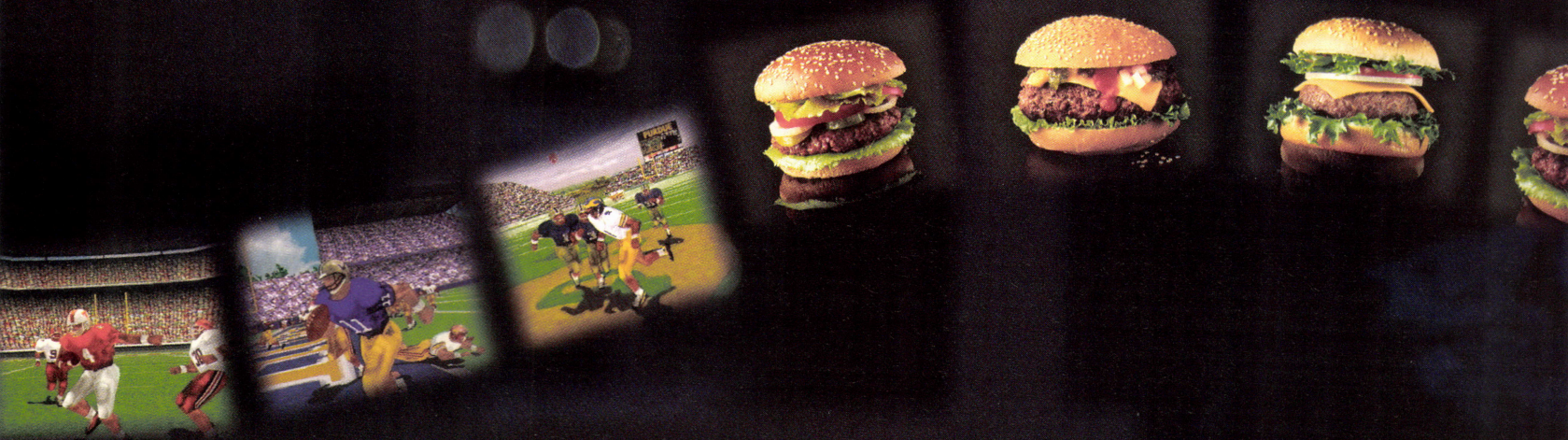
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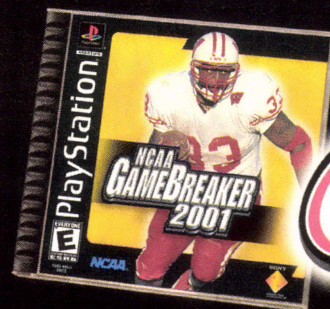


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the rivalry and spirit of college football. It'll get in your head and stay there.

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Coming Soon

October

Backyard Football	Infogrames	Sports
Blue's Big Musical Movie	Mattel	Action
Breath of Fire IV	Capcom	RPG
Buzz Lightyear/Star Command	Activision	Action
Casper: Friends Around/World	Sound Source	Edutainment
Championship Motocross 2001	THQ	Racing
Cool Boarders 2001	Sony CEA	Racing
DarkStone	Take 2	RPG
Dragon Tales: Dragon Seeks	Mattel	Edutainment
Dragon Valor	Namco	RPG
Earthworm Jim	Interplay	Action
Elmo in Grouchland	Mattel	Edutainment
ESPN Outdoor: Bass Fishing	Konami	Sports
Evil Dead: Hail to the King	THQ	Adventure
F1 Championship Season	Ubi Soft	Racing
FIFA 2001	EA Sports	Sports
Ford Racing	Empire	Racing
Galaga: Destination Earth	Hasbro	Shooter
Harvest Moon: Back to Nature	Natsume	RPG
Jarrett & Labonte Stock Car	Codemasters	Racing
Jungle Book Rhythm N'Groove	Ubi Soft	Dance Sim
Knockout Kings 2001	EA Sports	Sports
LEGO Stunt Rally	LEGO Media	Action
Martian Gothic	Take 2	Adventure
Mary Kate and Ashley's Mall	Acclaim	Action
Medal of Honor Underground	EA Games	Shooter
Mega Man Legends 2	Capcom	Action
Mike Tyson Boxing	Codemasters	Sports
Mort the Chicken	EA Games	Action
Moto Racer World Tour	Infogrames	Racing
MTV Sports: T.J. Lavin's BMX	THQ	X-Sports
Muppet Monster Adventure	Midway	Action
Muppet Race Mania	Midway	Racing
NASCAR Heat	Hasbro	Racing
NBA Live 2001	EA Sports	Sports
NBA ShootOut 2001	Sony CEA	Sports
Rollcage: Stage II	Midway	Racing
Rugrats in Paris	THQ	Action
Sheep	Empire	Strategy
Speedball 2100	Empire	Sports
Spyro: Year of the Dragon	Sony CEA	Action
Superman	Titus	Action
Tom & Jerry in House Trap	Mattel	Action
Tonka Space Station	Hasbro	Action
Ultimate Fighting Champ'ship	Crave	Wrestling
Vampire Hunter D	Jaleco	Adventure
Vanishing Point	Acclaim	Racing
WCW Backstage Assault	EA Games	Wrestling
Wild Thornberrys Animal Adv.	Mattel	Edutainment
Worms Pinball	Infogrames	Pinball
WWF SmackDown! 2	THQ	Wrestling
You Don't Know Jack Mock 2	Sierra	Trivia

November

007 Racing	EA Games	Action
102 Dalmations	Eidos	Action
Alone in the Dark: TNN	Infogrames	Adventure
Army Men Arcade Blasts	3DO	Action
Arthur: Ready to Race	Mattel	Racing
Batman Beyond: Return/Joker	Kemco	Action
Blade	Activision	Adventure
Bugs & Taz Time Busters	Infogrames	Action
Carmageddon 2	Interplay	Action
Championship Surfer	Mattel	X-Sports
Chicken Run	Eidos	Adventure
Crash Bash	Sony CEA	Action
Disney's Donald Duck	Ubi Soft	Action
Disney's Emperor's New Groove	Sony CEA	Action
The Dukes of Hazzard 2	Southpeak	Racing
Final Fantasy IX	Square EA	RPG
Formula 1 2000	Midway	Racing
Goofy's Fun House	Mattel	Action
Gotham Racer	Ubi Soft	Racing
The Grinch	Konami	Action
HBO Boxing	Acclaim	Sports
Hidden & Dangerous	Take 2	Strategy
Hot Wheels Extreme XTR Racing	Mattel	Racing
Inspector Gadget	Ubi Soft	Action
The Lion King: Simba Mighty	Activision	Action
Lunar 2: Eternal Blue Complete	Working Dsgns	RPG
March Madness 2001	EA Sports	Sports
Mat Hoffman's Pro BMX	Activision	X-Sports
McGrath/Postrana Motocross	Acclaim	Racing
Mega Man X5	Capcom	Action
The Mummy	Konami	Adventure
NASCAR Racers	Hasbro	Racing
NCAA Final Four 2001	Sony CEA	Sports
Nicktoons Racing	Hasbro	Racing
Persona 2	Atlus	RPG
Power Spike Pro Beach V'ball	Infogrames	Sports
Rainbow Six: Rogue Spear	Red Storm	Action
Ready 2 Rumble Boxing 2	Midway	Sports
Rescue Heroes: Molten Menace	Mattel	Action
Rock'Em Sock'Em Robots Arena	Mattel	Action
Sabrina, The Teenage Witch	Berkeley	Action
Scooby-Doo!	THQ	Action
Star Wars: Demolition	LucasArts	Action
Tiger Woods PGA Tour 2001	EA Sports	Sports
Tomb Raider Chronicles	Eidos	Adventure
Torneo: The Last Hope	Enix	RPG
Woody Woodpecker Racing	Konami	Racing
The World Is Not Enough	EA Games	Shooter

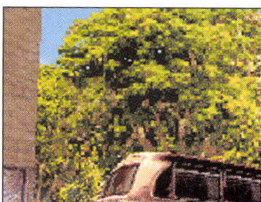
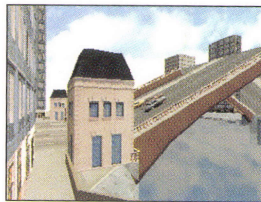
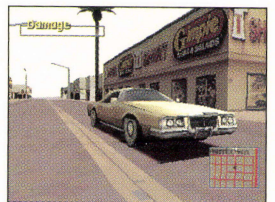
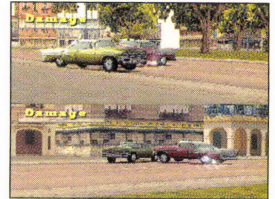
December

Blade Arts	Enix	Action
Deuce	Midway	Action
Gold & Glory: Road/El Dorado	Ubi Soft	Adventure

Driver 2

Ready for extravehicular activity?

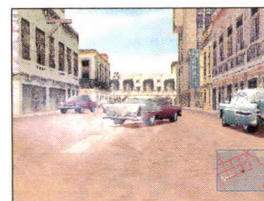
We recently got a chance to take a hands-on look at the sequel to one of the hottest-selling games of last year, and it is looking hot. Published by **Infogrames**, *Driver 2* has more cities, more missions, more cars, and bigger, more realistic environments than the original—basically, it's better in every way, even though it's still a long way from its **November** release date. We pointed out in an earlier preview that the game will include curved roads; this may not seem like a big deal, but take our word for it: It makes a serious difference in terms of the overall feel of the game, and while the environments still aren't really map-perfect, they do resemble their real-world counterparts enough so that you can find your way around the cities familiar to you. Of course, it's unlikely that most of our readers will have an intimate knowledge of Rio de Janeiro, Brazil or Havana, Cuba, but you'll also get to roar through the streets of Las Vegas and Chicago. One other significant change is the addition of a number of two-player split-screen modes (picture the chase missions from the first game, only with a human at the wheel of the other car!). And the ability to hop out of whatever car you're driving and, er, "borrow" any other cars, trucks, limos, buses or fire trucks in the vicinity adds a further degree of depth. The return of the innovative Director's Mode should secure a spot for *Driver 2* on the must-buy list for any fan of the original.



Take a Hike

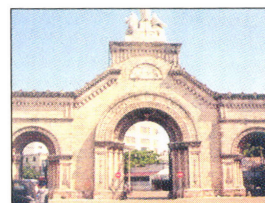
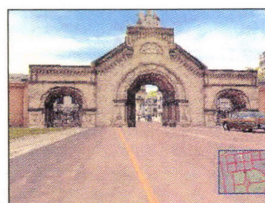
One of the biggest changes to *Driver 2* is the ability to exit whatever vehicle you're driving and walk (well, more often you'll be running) around the city. This allows for new missions, like one in which Tanner needs to hop out of his car and plant explosives in a parking garage. You can also take over any vehicle on the road, such as trucks, buses and limos. Of course, they'll all handle appropriately.





Photorealism

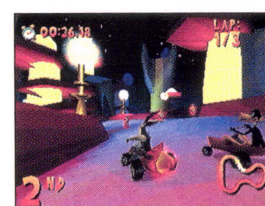
Reflections, the developer of *Driver 2*, has made an even greater effort to include real-life landmarks in this sequel. This time, they're even more accurate to their real-life counterparts. At right, you can see locations from the game matched up with what you'd see in the actual cities. Living in Chicago, it's been our dream to be able to blast down Navy Pier in a beat-up car—but will Tanner be able to ride the Ferris wheel? We'll keep you posted.



Looney Tunes Racing

A vewy cwazy kawt wace-a

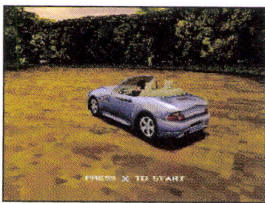
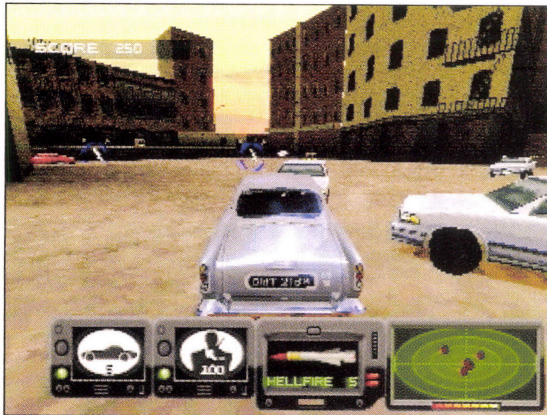
Just in case you think **Infogrames** must have taken a wrong turn at Albuquerque in its decision to add yet another title to the overabundance of PS one kart-racing games out these days, take this to heart: It actually might impress you! Now, don't go thinking you'll get a whole lot in the way of innovation—you've still got your basic cute racers with cute cars and cute weapons setup. But throw in some nice graphics, 16 tracks, 20 iconic characters (14 are unlockable), plenty of minigames, and that trademark attitude of WB animation, and we might have something that of Mel would take pride in. We'll find out for sure in **November**.





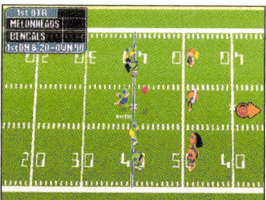
007 Racing

The jury is still out on whether or not 007 Racing is a good idea, but the more we see of it, the more it looks like it should be an interesting addition to EA Games' Bond line-up in **November**. The title is actually fairly misleading—you never do any racing at all. Reps from EA tell us that the game is named such because "the name reflects the genre, not the gameplay." It's actually more of a mission-based combat game with cars. Think Medal of Honor with Bond and Aston Martins.



Backyard Football

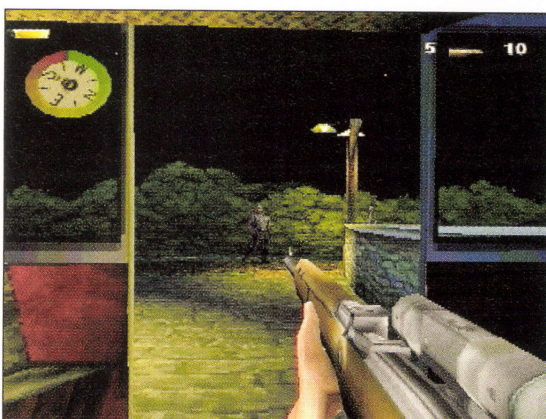
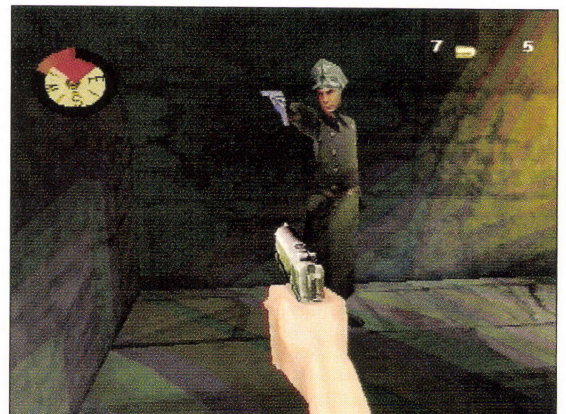
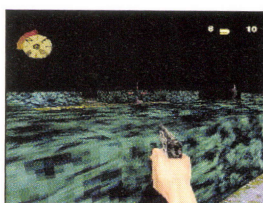
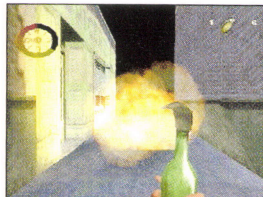
Kids ages 5 to 12 should love this **Infogrames** and **Humongous** cut-tified version of one of the most violent games in sports when it hits shelves **this month**. Guide your tacklin' tots to glory as any of the NFL's 31 teams, even using one of eight miniaturized superstars—Troy Aikman, Drew Bledsoe, Jerry Rice, Brett Favre, Ricky Williams, Steve McNair, Terrell Davis or Junior Seau—to get there. Not good enough for you? Then customize a lil' version of yourself with Create-A-Player.



Medal of Honor Underground

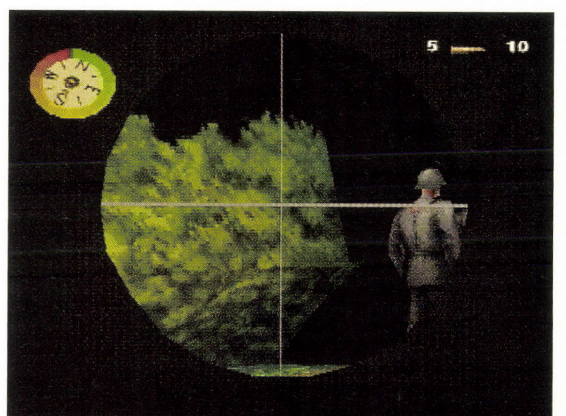
Shootez les Nazi's dans l'ass

For those of you who didn't pay attention the last few times we took a look at **DreamWorks'** upcoming Medal of Honor sequel, the story is that of Manon, Jimmy Patterson's female "control" from the French Resistance in the original game. The gameplay mechanics remain basically the same as last time: This is a first-person, mission-based shooter with a very strong emphasis on storyline and authentic historical situations. With missions based in France, North Africa, Germany and Greece, a greater amount of variety exists this time, and the popular stealthy action from first game has also been dialed up a notch. Those of you who lost yourselves for hours with Mr. Patterson will be pleased to see that the Nazi artificial intelligence has been cranked up in a big way, as they now behave even more realistically in combat. Also present are destructible environments, vehicles, and AI "buddies" who help you out. Michael Giacchino returns for the music, with sound effects by Erik Kraber. Join the battle **this month**.



FACTOIDS

- 7** Missions that take you all over the world to Africa, Germany, Greece and France
- 6** All-new weapons including sniper rifles and crossbows
- 22** Different 3D levels
- 2** Player split screen for both deathmatch and co-op gameplay





12:00 AM Havana, Cuba.
Go for a jog. Get away from it all.

DRIVER2.COM



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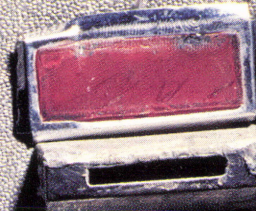
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wcw.com
wcwbackstageassault.com

ICE COLD

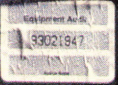
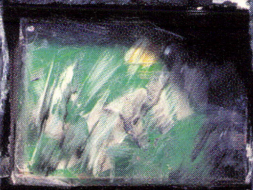
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INSTRUCTIONS

1. BEND AT KNEES
2. YANK FROM WALL
3. DROP ON OPPONENT UNTIL HE EATS THROUGH A STRAW.





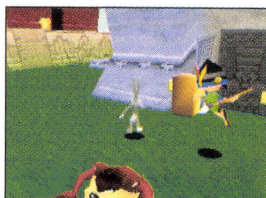
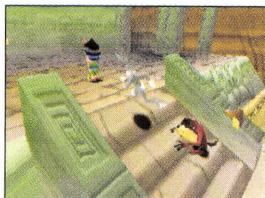
Crates in the boiler room. Urinals in the bathroom. Anything within reach is now a weapon. Backstage isn't just part of the arena. It's part of your arsenal.

WORLD CHAMPIONSHIP WRESTLING
**BACKSTAGE
ASSAULT**
Survival Has Its Own Rules.



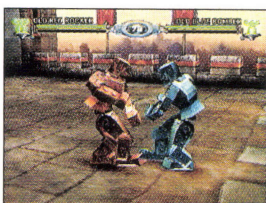
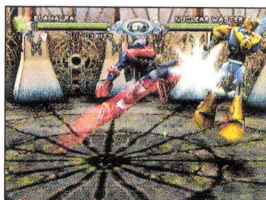
Bugs Bunny & Taz: Time Busters

As the follow-up to Bugs Bunny: Lost in Time, **Infogrames'** Time Busters puts you back into the 3D gameplay and classic Looney Tunes humor of its predecessor—but this time, you're not alone! The game allows two players to participate simultaneously, each helping the other out with Taz and Bugs' unique abilities. But don't think you'll be at a disadvantage in one-player mode. There, you can switch instantly between Bugs and Taz, as well. Look for TB in **November**.



Rock 'Em Sock 'Em Robots Arena

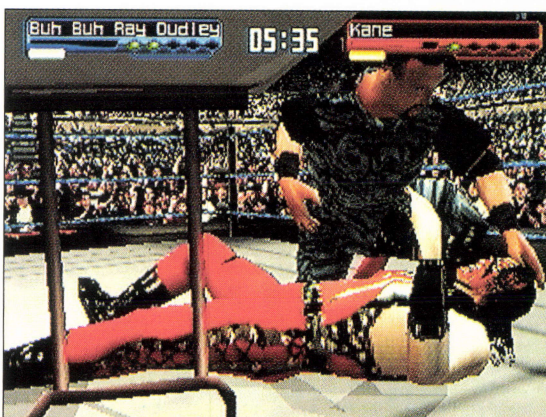
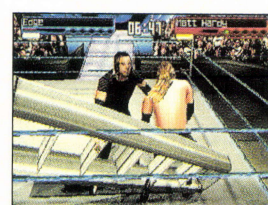
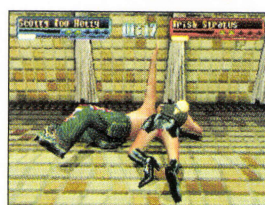
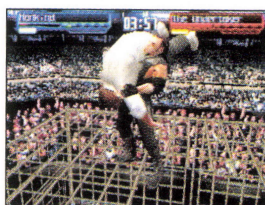
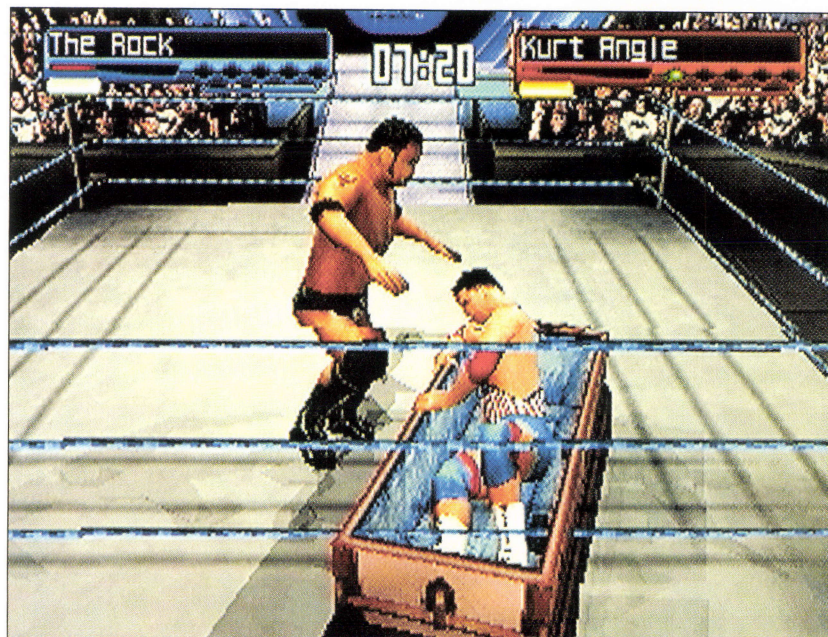
Developed by **Paradox**, Mattel's **November** fighter utilizes the same engine as Wu-Tang: Shaolin Style and X-Men: Mutant Academy. Though Red Rocker and Blue Bomber do appear in both new and updated forms (and provide commentary), 10 other glory-driven artificial beings vie for greatness as well. Or create your own out of parts from opponents you've beaten.



WWF SmackDown! 2 Know Your Role

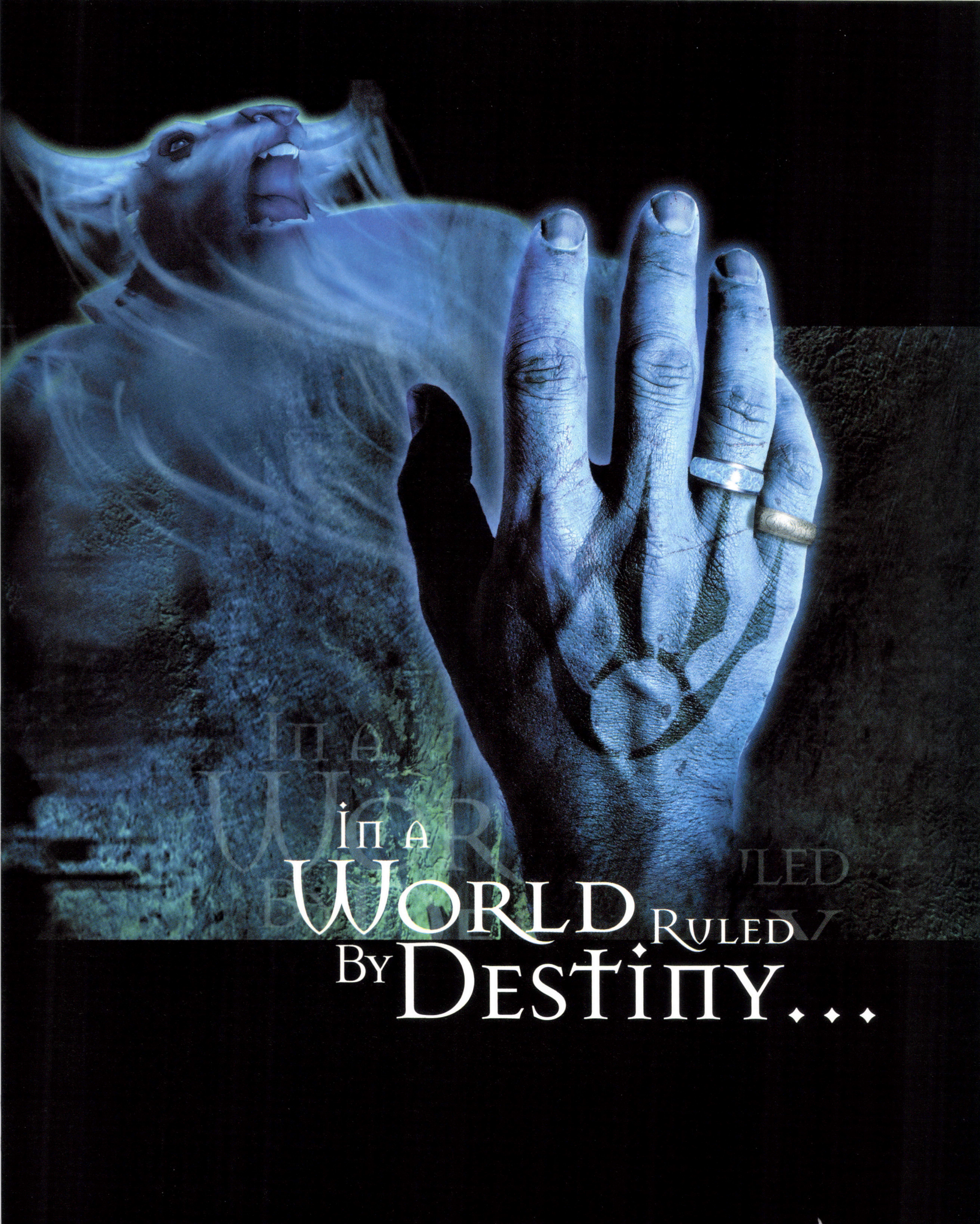
Forget Triple H...this is The Game

Wait till you smell what **THQ** is cookin' for **November**. Following up its last acclaimed WWF effort, the company's latest SmackDown! unites the cast of the last one with plenty of unlockable wrestlers and a slew of notable newbies (see sidebar). Real voice recordings by The Rock, Stone Cold and a ring full of others also add to the experience, and you might hear them in everything from traditional one-on-one events to more brutal ones, like Ladder Matches, Hell in a Cell, Casket Matches, Hardcore bouts, Ironman clashes, Triple Threats and Tornado Tag Team skirmishes. You can even take it outside, as you wale away on opponents in the VIP room, the SmackDown! entrance, dressing rooms, or Manhattan's WWF Restaurant. SmackDown! 2 includes new trademark antics, as well. Feel like witnessing the bombastic Dudley Boyz 3D? Such tag team moves are in there. Want to see The Rock spit before he layeth the smacketh down? You've got it. If you've seen it on the tele, you'll see it on the PlayStation.



The Cast

Though the rosters of any rasslin' title are in jeopardy as soon as the game hits shelves, SmackDown! 2 features the most up-to-date talent in the WWF, even newcomers like Chris Benoit, Eddie Guerrero, Rikishi, Lita and Trish Stratus (among others). Even the coolest of the cool, Kurt Angle, struts to the ring with gold medals in tow. And if that's not enough for you, you can also hit the mat with a new superstar of your own creation.



IN A
WORLD RULED
BY DESTINY...





PlayStation®2

BORN WITH THE MARK OF A SUMMONER, JOSEPH OF CIRAN WAS RESPONSIBLE FOR DESTROYING HIS VILLAGE AS A CHILD. ALTHOUGH HATED BY MANY, HE IS THE ONLY HOPE FOR SALVATION. HIS ABILITY TO CALL FORTH DEMONS, DRAGONS, AND ELEMENTALS, AND CONTROL THEIR EVERY MOVE, GIVES HIM THE POWER TO TOPPLE EMPIRES, CHALLENGE GODS, AND STOP THE EVIL EMPEROR MUROD FROM RULING THE HEAVENS AND EARTH. CROSSING A MASSIVE WORLD, FROM SEWERS TO CITIES TO FORESTS AND BEYOND, JOSEPH SEEKS THE ANCIENT RINGS THAT ARE THE SOURCE OF HIS POWER. HE WILL ENCOUNTER HUNDREDS OF PEOPLE, BOTH FRIEND AND FOE, INCLUDING THE THREE THAT WILL AID IN HIS QUEST. TOGETHER, THEY WILL FACE DANGER AND UNCOVER THE SECRETS KNOWN ONLY TO THE SUMMONER.

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...AND TORN
BY CONFLICT

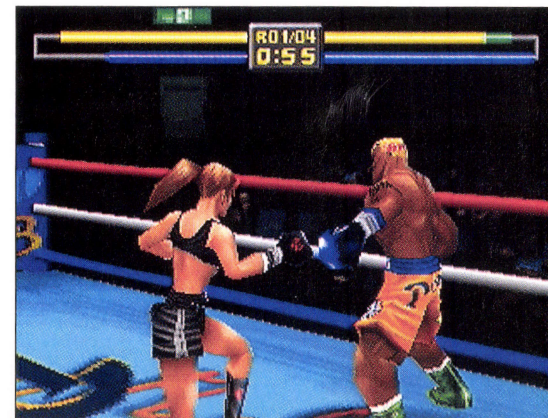
Army Men WW: Land, Sea, Air

Yet another Army Men sequel is due from 3DO, again combining WWII-era combat with childhood nostalgia. This follow-up to Army Men World War offers plenty of new additions, however, like the ability to play with a friend in two-player cooperative mode. But the real selling point here is the profusion of new vehicles: When the game hits in **September**, you'll be able to lay waste to the evil Tan Army by taking control of a helicopter, bomber, gunboat and battle carrier.



Contender 2

Sixteen unique boxers do their best Marlon Brando in *On the Waterfront* impression as they vie for the world title in **bam!**'s sequel to last year's SCEA boxing release. Work your way through the ranks for \$9.99 **this month**.

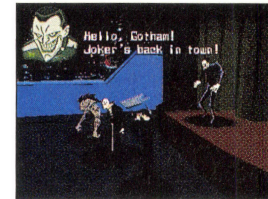


Batman Beyond: Return of the Joker

Dance with the devil by the pale moonlight...again

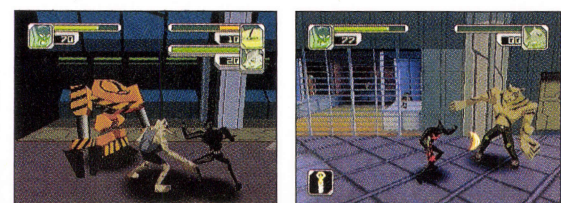
When Gotham's most infamous villain returns for more mayhem in the new straight-to-video/DVD *Batman Beyond* film due out Oct. 24, we'll be in for more than a cool story filling the gaps between old-school Batman continuity and the adventures of Terry McGinnis. Thanks to **Kemco** and **Ubi Soft**, we'll also get to play through the events ourselves as tomorrow's Dark Knight in **November**.

Through 16 levels reminiscent of side-scrolling fighters like *Double Dragon* and *Final Fight*, the uncaped crusader must use his arsenal of 10 bat-gadgets and five different specially optimized bat-suits to free Bruce Wayne from the retired hero's archnemesis. Through locales ranging from an abandoned warehouse to an equally vacant Arkham Asylum, battle mutants, Jokerz gang members, robotic baddies, and other enemies of the Bat. From what we've played, the game can use some work in the areas of control and graphics, but we're hopeful all turns out well by release time.



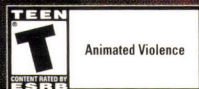
Beyond Animation

According to Ain't It Cool News (www.aintitcool.com), a live-action *Batman Beyond* film from Warner Bros. is in the works, to be scripted by Paul Dini and Alan Burnett, the very people responsible for making the television series such a hit. Though no starring roles or release date have been announced, we do know that Boaz Yakin (*Remember the Titans*) will sit in the director's chair.



YOU DEFEND YOUR FAMILY.
YOU DEFEND YOUR HOMELAND.
YOU DEFEND ALL THAT IS GOOD.

BUT FIRST, YOU MUST DEFEND YOURSELF.



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You are the very first dragon slayer, a fearless hero who must combat the most horrific of enemies. You will vanquish evil, marry the heroine, and continue your heroic legacy with each new generation. You will fight as 9 brave characters in 3 action-packed storylines, and battle to prove your worth, your might, your Dragon Valor.



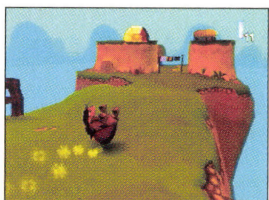
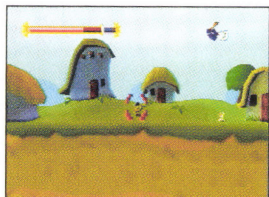
Cool Boarders 2001

The most popular snowboarding franchise on the PlayStation has spawned its fourth sequel, and the series appears to be growing more realistic with every incarnation. This time around, the significantly wider courses offer branching paths that allow the player to pick his or her preferred path to the bottom of the mountain, and the game engine appears noticeably faster. Ten pro boarders will add even more realism when **Sony CEA** releases the game **this month**.



Disney's The Emperor's New Groove

Take Spyro, throw in a sarcastic llama, add a Disney animated movie license, and you've got the makings of a new 3D platformer from **Sony CEA** and **Argonaut**. The game features all the standard platforming fare, with plenty of minigames incorporated into the levels. All the film's actors (except for star David Spade) are on board to provide voices for the game, which is due out in **November**.



NBA Live 2001

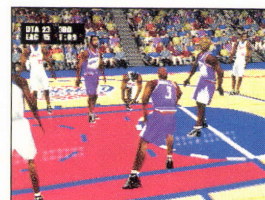
Nothing but the bottom of the net

Whether you were throwing up the roundball on the parquet or on asphalt, last year's Live by **EA Sports** easily made for the best PlayStation hoops experience. With a new season coming, this year's incarnation hopes to improve on an already-great product with some nifty additions. First off, EA aims to improve replayability with a new NBA Live Challenge. By performing such tasks as winning by 10, draining three consecutive trifectas or pulling down a triple-double, your chances of winning improve, and you'll also collect points for the Live Challenge. Attain enough of these and redeem them to unlock a huge inventory of rewards, ranging from hidden teams to Create-A-Player features to player rating bonuses.

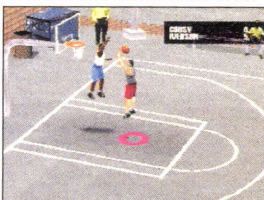
Some smooth new animations help enhance the game's solid control. Besides the old classic turn-around and fall-away jumpers, the experience livens up even more with up-and-under moves, a nifty drop step and fancy-schmancy baby hooks.

Beyond the gameplay, Live 2001 looks about the same as last year, but new in-game transitions enhance the action, as players often interact with one another. After a free-throw, teammates give each other praise or encouragement, and after questionable calls you'll see a mate go Rasheed Wallace on the referee (although no amount of bickering will get you tossed from a key game).

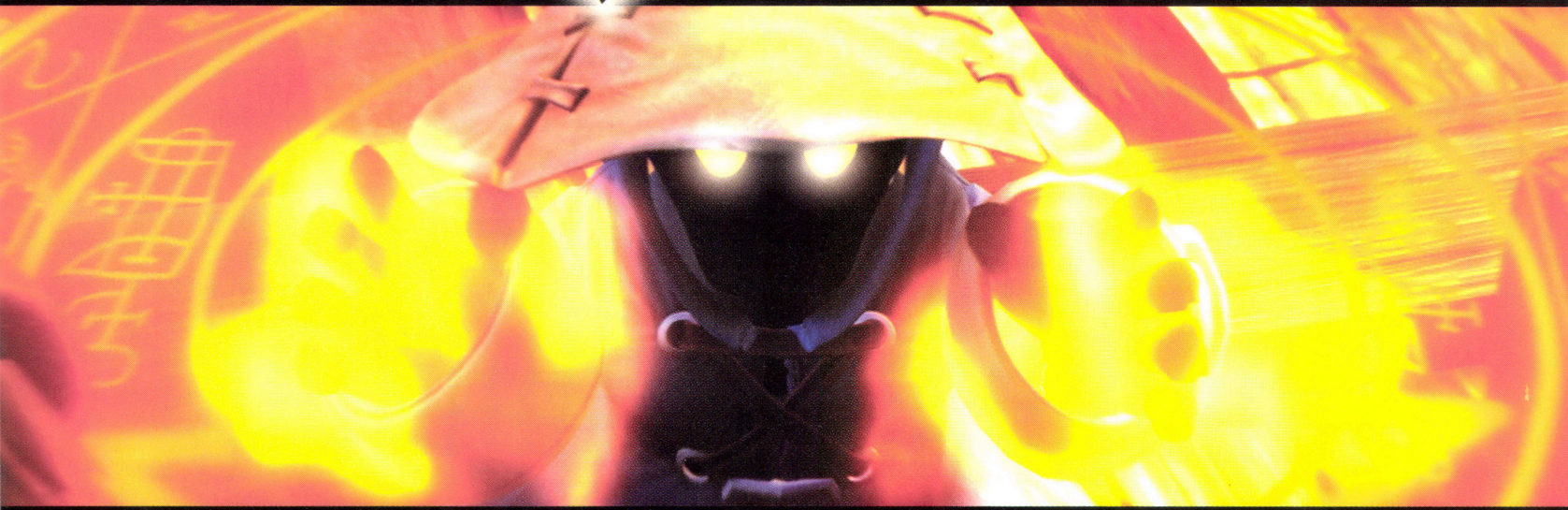
Expect a strong simulation hoops effort when Live hits this **fall**.



In NBA Live 2001 you can challenge all kinds of legends in the one-on-one mode—even a couple guys only our fathers have heard of. Below, we see scoring master Allen Iverson going toe-to-toe with the king of the jumpshot, Bob Cousy. Think the timeless one will beat the brat?



FINAL FANTASY IX



?
READY

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ILLUSTRATION: © 2000 YOSHITAKA AMANO.
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Animated Violence
Mild Language



SQUARESOFT

PICK A WORLD
WE'LL TAKE YOU THERE



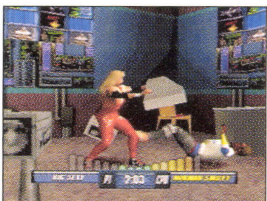
Power Spike Pro Beach Volleyball

Who would have imagined that any sport could have gone unrepresented on the PlayStation until *after* the launch of the PS2? Power Spike, from **Infogrames**, will be available in **November** and will feature over 50 Federation of International Volleyball (FIVB) pro players, including cover girl Gabrielle Reece, and 14 courts set all over the world (but really, when you get down to it, sand is sand). Four-player action rounds out the only volleyball game in town.



WCW Backstage Assault

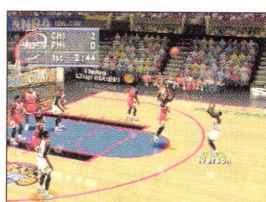
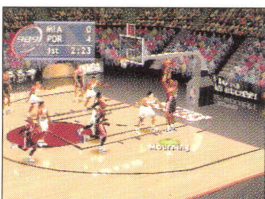
Living up to its name, **EA Games** WCW release features plenty of action outside the ring. Wrestle in seven different environments, like the exercise room or bathrooms, and watch your surroundings change according to the action taking place (e.g., a mirror breaks if you run into it). The game also boasts more fluid fighting action and an improved collision system, accompanied by 8,000 lines of play-by-play and fancier special effects. Step out of the ring in **November**.



NBA ShootOut 2001

Fade the funk with a nasty dunk

It's time to get dunkadelic. From **Sony** and **989 Sports**, this month's ShootOut 2001 allows you to pretzel twist your favorite dunkster into any shape with the ramped-up Create-A-Dunk mode; bend or manipulate every body part for some wickedly creative slams. Also, the new College Draft Mode puts you in the general manager's driving seat as you draft top prospects—even from your NCAA Final Four 2001 roster! And once you've actually hit the court, use the slick new Advanced Dribbling Control to bounce the rock between your legs or go behind the back. Then dish a bounce pass or a no-look for the sweet assist.



Mr. Takahiro is personally accountable for programming fun code. If you and your friends aren't completely freaked out with fun, then he will be fired. This will dishonor his family, which he can restore only by taking his own life with a sword.



Animated Violence
Suggestive Themes
Comic Mischief



Incredible Crisis. Severe Fun.



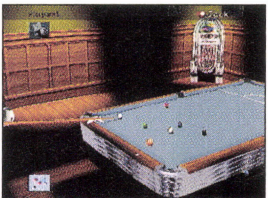
Little Mermaid II

THQ combines both Little Mermaid movies (the second went to video last month), following Ariel and her daughter Melody as they do their under-the-sea thing against Ursula and her evil sister Morgana. You can play it **now**.



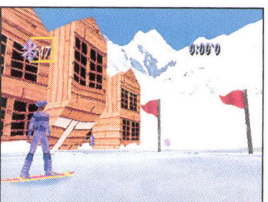
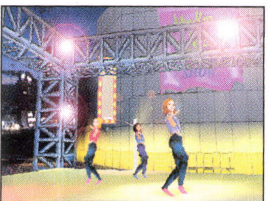
Jimmy White's Cue Ball 2

Bam!s Cue Ball 2 prides itself on great physics, "immersive environments," and other things you might find in a pool hall, like darts and slot machines. Rack 'em up **this month** for \$9.99.



Mary Kate & Ashley's Magical Mystery Mall

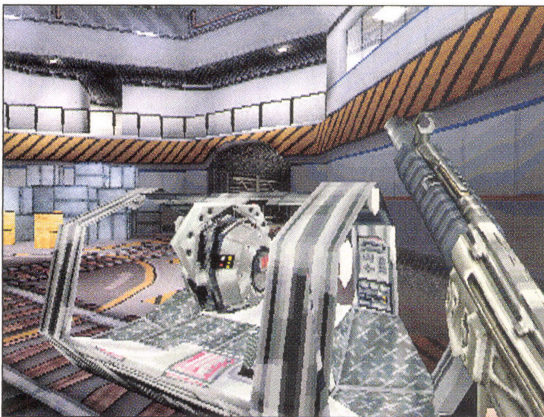
Just in time for Halloween comes something truly frightening from **Acclaim**. They ski. They skate. They dance. Be afraid.



The World Is Not Enough

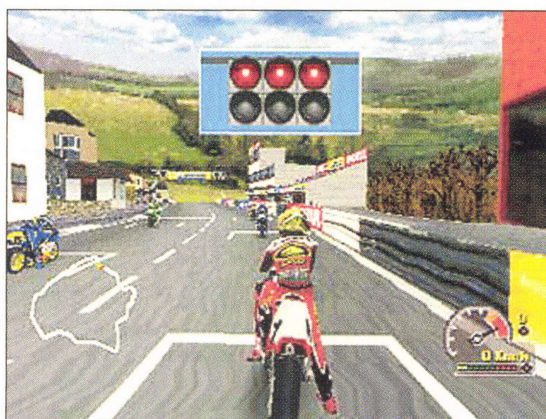
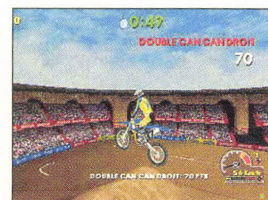
As good as GoldenEye?

We've been tracking the progress of **EA Games'** upcoming Bond title for some time, and now that it's nearly finished we can't help but say that it's looking pretty special. Don't let the fact that it has been developed by **Black Ops** (who you might remember also produced the disappointing Tomorrow Never Dies last year) put you off. This is probably the most advanced first-person shooter we're ever likely to see on the PS one. It's fast-paced, packed with detail, and it follows the plot of the movie very closely. Is **TWINE** better than **GoldenEye** on the N64, though? If not, then it's looking pretty damn close. Watch for it in **November** and a review in **OPM** soon.



Moto Racer World Tour

At last, at last—a new sequel to **Delphine's** smokin' motorcycle and dirtbike racer, with even more variety! The paved courses now include drag competitions and races through traffic, and you can now use the dirtbikes in the new Freestyle trick competition and Trial mode—the latter being a painstaking journey across a narrow cat-walk filled with jumps, hills and sharp turns. **Infogrames** should have this sharp-looking title in stores **by the time you read this**.



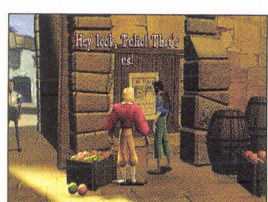
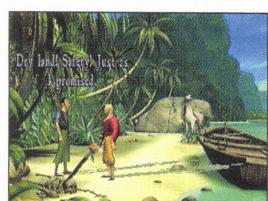
Mort the Chicken

If there's one thing we can say about **Crave's** heroic fowl Mort, it's this: The guy likes to pick up chicks. Sure, they might not be of the synonymous-with-"babe" variety, but we're sure the ladies must still dig Mort for his devotion to rescuing baby chickens from the malevolent Booyon blocks. His quest involves loads of 3D platform action, including a jillion jumps and plenty of chances to attack with his powerful pecker. Yep, Mort's all man. And he's available **this month**.



Gold and Glory: The Road to El Dorado

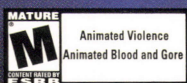
Ubi Soft's PS one version of the DreamWorks animated feature released earlier this year features 12 puzzle-intensive, graphic adventure-style levels based on the film. Play as both Tulio and Miguel as you scour such settings as Spain, the Jungle and the Ship in search of El Dorado, the legendary city of gold. The **December** release includes plenty of speech, as well as film-clips that serve as cut-scenes.



THE GLADIATOR BLOODSPORT OF THE FUTURE



Unreal™ Tournament coming this
Fall for the PlayStation®2 and
the Sega Dreamcast™



PlayStation®2



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An invitation to Mars isn't an honor...

The newest addition to the Armored Core series allows you to go head-to-head in relentless battles using an endless combination of parts. Never before have you been given so many options for configuring your AC unit for non-stop action – especially with graphics that dazzle the

imagination. Choose between solo missions or vs. friends in 2-player split screen or linked combat sorties.

New Planet – New Weapons – New Missions

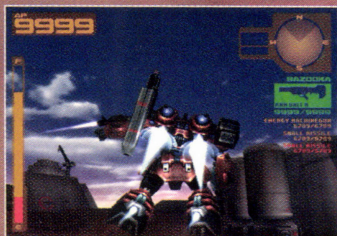


...it's a death sentence.

- More than 200 customizable parts available – featuring Interior Equipment & Extension Packs.
- Enter all new Arenas to challenge over 45 menacing AC's.
- Over-Boost Propulsion generates lightning speed for AC units.
- More than 35 Single-Player Missions and 13 VS. Battle Stages.

"Mech combat at its finest"

- PSM 100% Independent PlayStation Magazine



Enhanced propulsion technology



Customize your A.C. for maximum damage



Destroy!!!



Challenge a friend in 2-player split-screen action



Wield an energy blade in close-quarters combat



Replays highlight your destructive kills

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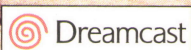


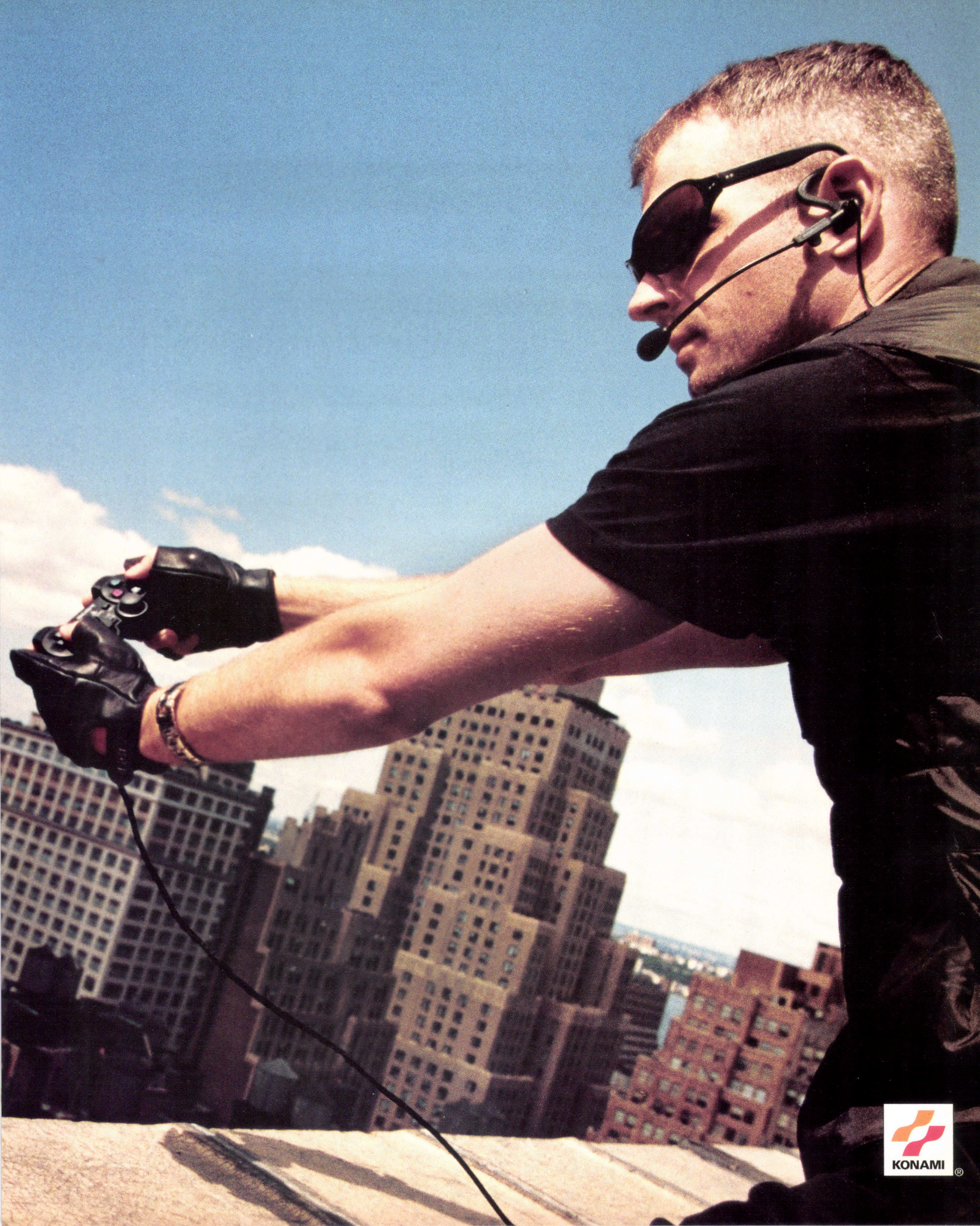
SILENT SCOPE™

SILENT SCOPE IS NOW AVAILABLE FOR PLAYSTATION 2 AND DREAMCAST, COMPLETE WITH AN ON-SCREEN TARGETING SYSTEM, MAGNIFIABLE SCOPE, MULTIPLE BRANCHING PATHS AND DETAILED GRAPHICS DRAWN STRAIGHT FROM THE ARCADE ORIGINAL. AND YES, THE PRESIDENT IS STILL BEING HELD HOSTAGE. YOU'RE THE SNIPER WHO'S SENT TO SAVE HIM. ALL YOU'LL NEED IS A STEADY HAND, A GOOD EYE, AND AN IRON STOMACH.



PlayStation 2







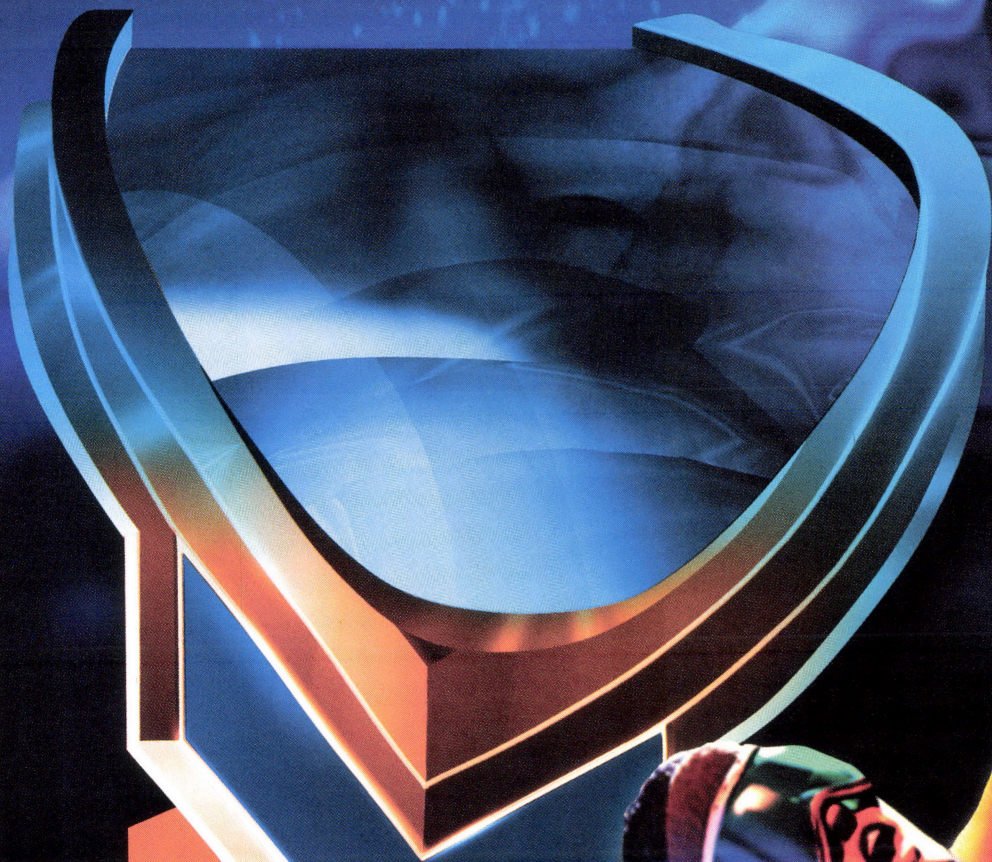


"PlayStation2 is the future of entertainment," Sony CEA boss Kaz Hirai told us at E3. Seems like a heady and maybe somewhat arrogant claim, doesn't it? After all, PS2 is just another game system in the never-ending war for video game superiority. Not so. Since it was first shown in Tokyo in March 1999, Sony's decision makers have been keen to stress the system as a "computer entertainment" box. Aside from being a powerful games system, the long-term intention seems to be to push PS2 further, to make it your way of interacting with all kinds of entertainment—from the obvious, like the games we feature over the next few pages, to DVD movies and eventually to online content that will allow you to take part in live game shows, online tournaments and huge interactive worlds. The next five years or so will see Sony push its "digital entertainment" strategy through the PS2. We'll see the system driving all manner of entertainment forms. And once broadband Internet connections become more widespread, we'll see it as a hub for downloading all manner of content from the Web. It's no secret that entertainment visionaries like Steven Spielberg and George Lucas have been paying close atten-

tion to the PS2, and in the years to come we'll see the fruits of their visions.

On Oct. 26, 2000, Sony will release 1 million PlayStation2 systems into stores in the U.S., and based on projections from all the major retailers like Wal-Mart and Best Buy, to game-specific stores like EB and Babbages, it's likely that the PS2 will sell out within days, if not hours. More systems will be shipped before Christmas, and it's extremely likely that we could see anything up to 2 million PS2s in U.S. homes by the end of the holiday season. That would make it easily the most important and impressive consumer electronics launch in history. It would certainly make it the biggest event in entertainment history.

To show you what you have to look forward to, we've pieced together all the information we have on the system and provided it for you over the next 25 pages or so. We'll show you what you can expect to see in the first few months. We've got info on more than 200 games currently in development. And we have recommendations for you to show off what DVD movies have to offer. The future of entertainment indeed...



ES

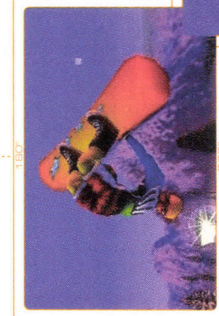
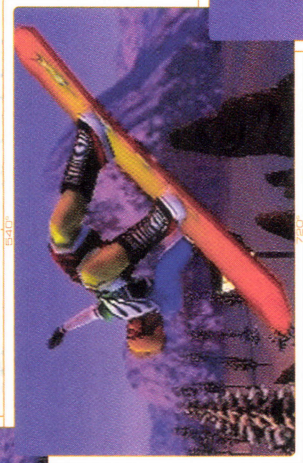
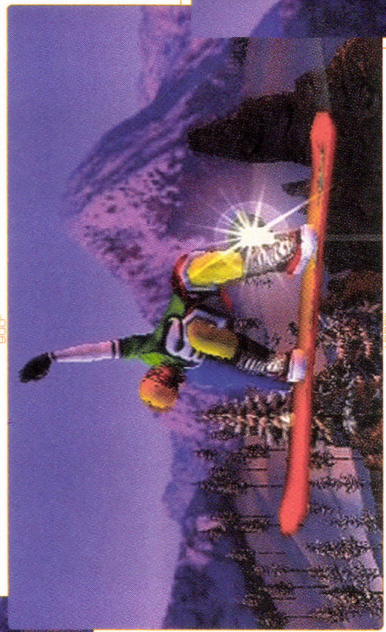
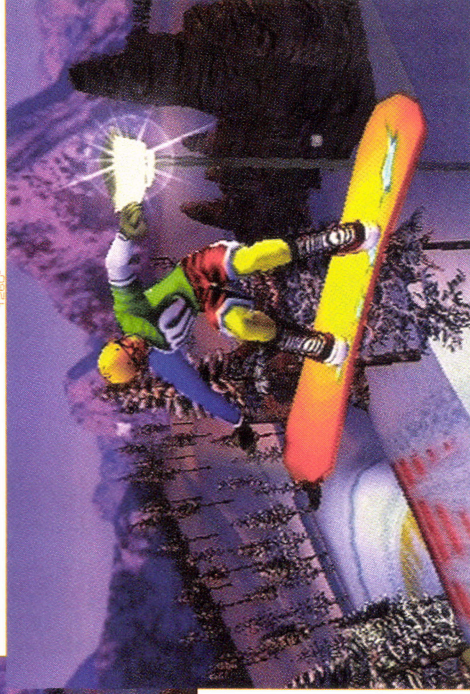


No Limits

No Limits No Rules No Limits No Rules No Limits No

No Limits

No Rules No



LAUNCHING

October 2000

for PLAYSTATION²
computer entertainment system

ssx.ea.com



PlayStation 2



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memory card

Considerably more substantial than the old PlayStation Memory Cards, the new 8Mb card is more than ample to hold large numbers of save files. In many cases, such as with games like TimeSplitters, you'll be able to save hundreds of files to a single card, whether they're levels you've built yourself or simply stats and progress saves. As with the PS one, managing your saves is simple and can be done with the browser that's built into the PlayStation2.

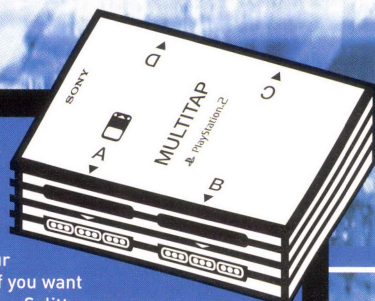
MSRP \$34.95



multitap

For multiplayer games you'll need to invest in the new multi-tap adapter. The small black box duplicates four joystick ports and four enhanced PS2 memory card slots. If you want to get the most out of games like TimeSplitters or even some of the EA Sports titles, you'll need one of these. And some friends who'll sit in the same room as you.

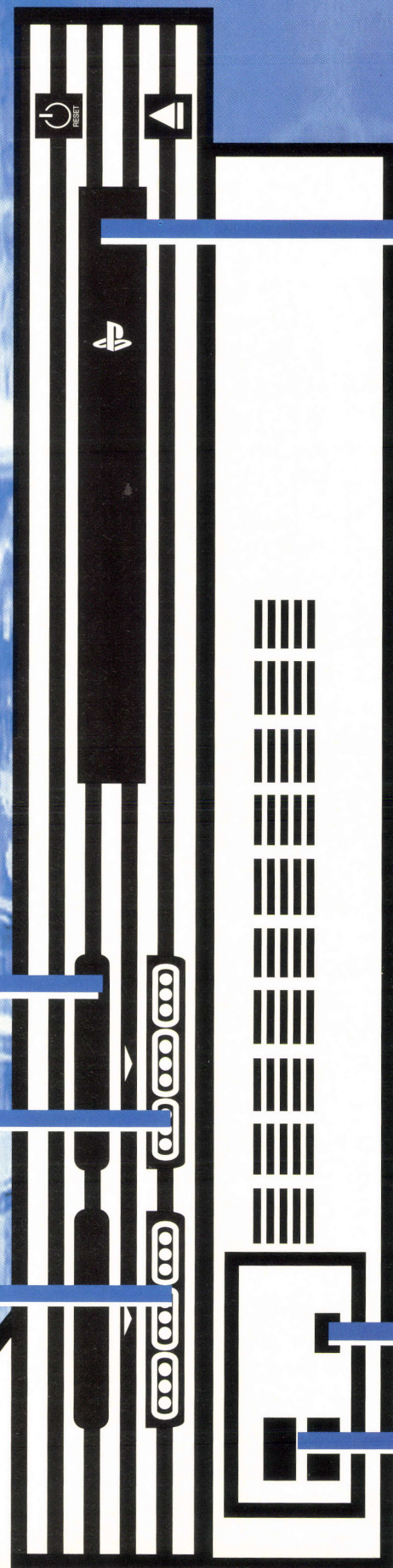
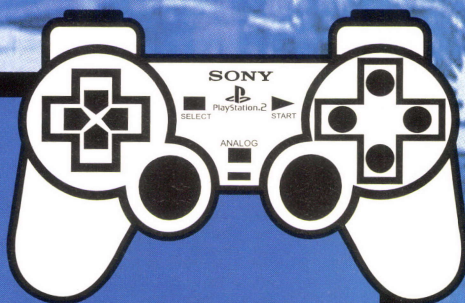
MSRP \$34.95



dual shock 2

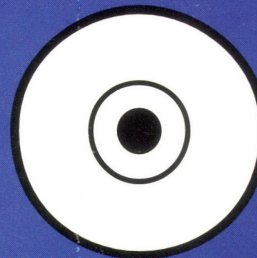
You get one with the system, but you'll probably want to invest in at least one more. Games like SSX, Madden NFL 2001, TimeSplitters, Ridge Racer V and Tekken Tag Tournament really come into their own when played with a friend. Although it looks like an old Dual Shock in a funky black casing, the new pad is a seriously fine piece of hardware. Every button (except Start and Select, obviously) supports analog input—which means they all react to how hard you squeeze them. Squeeze the X button extra hard in Ridge Racer V and blip your revs up into the red line; gently squeeze a shoulder button in Madden NFL 2001 and see how your player dodges differently than if you give it a good hard squeeze. "We think it's quite simply the best controller out there," Lorne Lanning, president of Oddworld Inhabitants, tells us "They are doing this so right it's not even funny."

MSRP \$34.95



DVD Drive

The PlayStation2 is a very versatile "computer entertainment system," as it can play PS one games (black discs), PS2 CD games (blue discs), PS2 DVD games (silver discs), DVD movies and audio CDs. Open the drawer, pop in the disc and the system does the rest. Games load automatically as they do on a PS one, and movies immediately start up as they would on a conventional DVD player. The system's built-in Browser software allows you to change options for many of the system's modes—including PS2 enhancements for PS one games (the PS2 can smooth out some of the graphics when it runs PS one games).



Playstation2 online

0111 11011 1010 110 111 000 111 1010 01

You've no doubt read numerous times that the online future of the PlayStation2 doesn't ride on current modem-based technology, but on the brave new world of "broadband." Many of you will have heard the word thrown around with gay abandon for the past year, but not everyone knows what it actually means. For those of you who don't really have a clue what people are talking about when they mention DSL, cable modems and "fat pipes," don't worry. This is something that's going to creep into your life without you really noticing.

One of the easiest ways to hook up with a broadband connection is with a cable modem. This is where the Internet data comes into your house through the same cable that goes to your TV. Because of the way the cable network is built, it's able to transmit huge amounts of data at once. If your phone line was a road, down which Internet data was driving, it'd be a small

country lane. A broadband connection like cable or DSL (which means Digital Subscriber Line, and is kind of like "superphoneline") is the equivalent of a six-lane highway. It's "broader" so more data can drive through it at once. It's also "on" all the time, so you don't have to dial into your server.

According to research company Forrester, there will be broadband Internet connections in 4.6 million U.S. homes by the end of this year. By the end of 2003 their research indicates that it could be in as many as 22 million homes. So, right now it may seem like something that's way off in the future, but it's coming very quickly.

That's all well and good, but what exactly will it mean for you and your PS2? Well, you'll be able to download extras for games incredibly quickly and save them to the hard drive unit that will come attached to the Internet connection for the machine. You could download new tracks or cars for a Gran Turismo game,

new quests for an adventure and so on. You'd even be able to log onto a site and play a game where all of the code was actually online, and not on any kind of supplied disc. This will make huge worlds like EverQuest really exciting, as they can constantly be developed and changed by the developers, and they'd change each time you visited.

As for other kinds of entertainment, it seems likely that the PS2 could be the hub of a digital "movies on demand" system, where you visit a site and pay for movies that are squirted through the Net to your PS2. George Lucas is someone who's particularly interested in this, and the fact that all of his future movies are being filmed entirely digitally means that they could be distributed in this manner very easily.

Got you interested yet? Hopefully we'll be able to bring you more specific news on Sony's broadband plans in next month's issue.

IEEE 1394 Firewire Port

This is one of the PS2's more advanced ways of communicating with the outside world. The Firewire port is increasingly commonplace on home PCs and systems like the iMac, as it is capable of passing data extremely quickly. This makes it perfect for interfacing the PS2 with items like video cameras. Nothing has been announced yet that supports the port, but the possibilities are endless. You could possibly pull in images of yourself from a Firewire- (called iLink on Sony cameras) equipped camcorder and then map the images onto an in-game character, for instance.

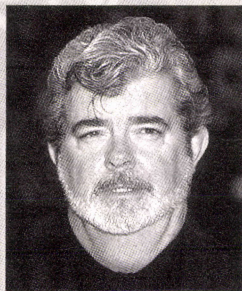
USB Ports

If you've bought a new computer over the past couple of years, you'll be familiar with these. They are the new standard interface for the majority of peripherals on all PC systems. What can we expect to see it used for on PS2? Expect to plug in a mouse here, or possibly a USB 56k modem, digital still cameras, webcams, and maybe even specialized game controllers.

PLAYSTATION2: GEAR AT A GLANCE

"It's drop dead sexy."

John Riccitiello,
President & CEO
Electronic Arts



Jeff Stocom/Corbis Outline

"Fighting to be the leader in the analog modem space is like racing to be the world's tallest midget, and we don't really have much interest in that."

Phil Harrison, SOEA



"Just as PlayStation brought interactive gaming to unprecedented mass-market levels, PlayStation2 will open the doors to a new world of computer entertainment experience in the home, bringing together games, music and movies. PlayStation2 is the future of entertainment."

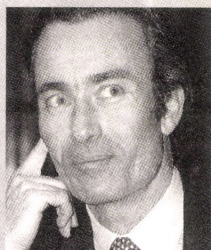
Ken Kutaragi, SCE

It's mind-boggling. What they've accomplished is just beyond comprehension, if you know anything about computers.

George Lucas
(speaking to Roger Ebert)

"It's historic, a mass-market appliance that fundamentally changes society in the same way the printing press did."

Trip Hawkins,
CEO of 3DO, on the PS2
to *Newsweek*



"It will take three years for games to make complete use of the total potential of the PS2. What's key is where to use those capabilities and what to make stand out. After some trial and error, titles with new ways of expressing things will appear. However, this is not going to happen right away."

Hideo Kojima,
director, *Metal Gear Solid 2: Sons of Liberty*



"I'm sure that we're going to be looking at totally new genres with the PlayStation2. It's sheer power enables us to create much more cinematic experiences and fitting that into games will be really interesting. What you're going to see is games that feel more like movies."

Peter Molyneux, President Lionhead Studios
(quoted from *Official U.K. PlayStation Magazine*)

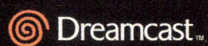
"What usually happens with new hardware is, the people who are having a lot of trouble are the ones who are talking a lot of sh-t."

Jeronimo Barrera, Rockstar

It's what you fear.

ALONE
IN THE
DARK™
THE NEW NIGHTMARE

Coming Soon. aloneinthedark.com



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Games

Regardless of all the "computer entertainment" aspirations of the PS2, at the end of the day the most important thing to the majority of us is the games. No system has inspired the development community quite like the PS2, and over the next 12 months we'll see more than 200 games released. There should be a large selection on day one (Oct. 26), but each week after that we'll see more and more games hit stores, each pushing the limits of the machine further and further. Many of the initial batch you will have already read about, as we have covered them extensively over the past year. Classics like Namco's Ridge Racer V and Tekken Tag Tournament have proved immensely successful in Japan and will no doubt be just as popular here. Also set for release early on are the EA Sports games, all of which have stirred up a lot of attention for the system. SSX, Madden NFL 2001, NHL 2001, NBA Live 2001...all of them are impressive to look at, but more importantly the power of the PlayStation2 ensures that the gameplay experience is different from what you've seen previously on less powerful systems. Looking forward, as developers get the hang of the system, we'll no doubt see

games that put the early batch to shame, just as we saw with the original PlayStation. If Konami's Metal Gear Solid 2: Sons of Liberty is anything to go by, there should be a major jump in quality as early as within the next 12 months. How's that for speedy progress?

The next few pages show you everything we know about so far here at the *Official U.S. PlayStation Magazine*. There are more than 200 games listed, and we've picked out the five most important that we think you'll want to get your hands on as soon as you see them.

Also, don't forget that PS2 will play all of your PS one games, and in many cases will be able to make them look more impressive too. Built into the PS2's operating system is a program that can take old PlayStation games and smooth things out to make them look less "chunky" and even make load times faster. This system is upgradeable too, and in the future we could see updates that may make the graphics sharper, crisper and move more smoothly.

This is the important bit of the magazine...you'll probably want to make a shopping list.



Only one game has this kind of effect on people. Introducing Kessen, the military conquest experience so epic it could only happen on Playstation 2. Immerse yourself in the world of 17th century Japanese warfare, where you command huge armies through sweeping landscapes to wage history-deciding battles. To get a taste of this spectacular new DVD title, preview its eye-popping screen shots and adrenaline-pumping battle sequences on our website.

WWW.KESSEN.EA.COM

KESSEN
漫戦



PlayStation 2

ELECTRONIC ARTS

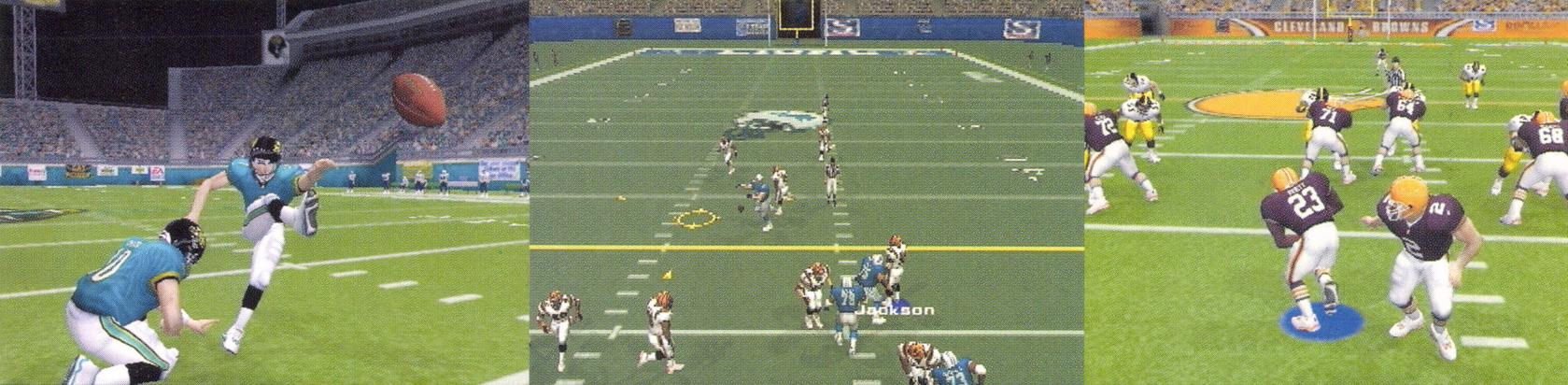
Software ©2000 KOEI Co. Ltd.



You can always tell who's been playing Kessen.



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THE DETAIL IS SO HIGH YOU CAN SEE THE NFL LOGO ON THE BALL. AND IF D-BACKS DON'T BITE ON THE PLAY-ACTION, THEY'RE NOT PAYING ATTENTION.

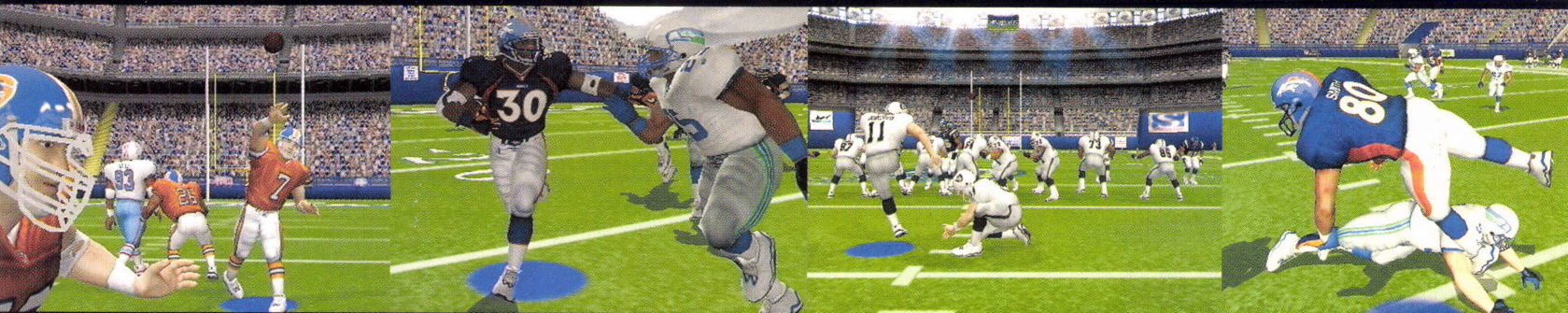
5 MUST-HAVE GAMES!

MADDEN NFL 2001

It doesn't matter if you know who Randy Moss, Terrell Davis or Edgerrin James are. It's not important if you're a diehard football fan who turns couch potato each Sunday over the winter. The only real consideration with Madden 2001 is whether or not you like playing outstanding games. And if you do, you've got to have this one. Madden for the PlayStation2 has enough energy to power a train. It looks magnificent. Check that, it looks *real*. Don't get too far away from your television set or you might think it's a live telecast. The detail is so high you can see Breathe Right strips across the bridge of a player's nose, and you can see receiver's

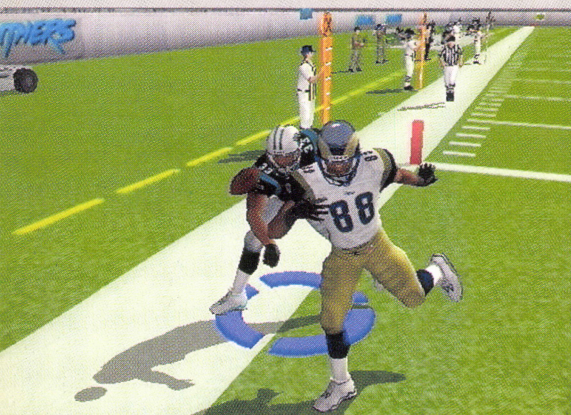
eyes look the ball into their taped fingers. But, looks aside, the way it plays will wow even the most experienced and critical football gamers. From the opening coin-flip you'll be completely immersed in the pigskin experience. Players interact by high-fiving, trash talking and dancing the dirty bird after an endzone scamper. You're brought right into the huddle, you see and hear the coach complaining about unforgivable mistakes. And when a player gets his cage rattled, you'll wonder if he's actually going to hop back up. Ultimately, Madden is a culmination of a decade of EA football knowledge. And, boy, does it show.

IF AN ANGRY HAM-HANDED LINEMAN GETS A SHOT AT YOU BEHIND THE LINE OF SCRIMMAGE YOU BETTER HOPE YOU'RE WEARING A MOUTHPIECE.



BIG TIP

If you want to succeed at the passing game, you best not fall in love with the deep ball. A consistent quick-out for six or seven yards can be the key ingredient in a clock-grinding touchdown drive. But the biggest thing to watch for are the wandering linebackers that prowl underneath. If you're going to throw over the middle, make sure there isn't a glue-handed middle-linebacker lying in wait for that one ill-thrown pass.



SPEED TO BURN

If you can get your offensive line plugging up, all the blitzing alleys receivers can roam free and deep. Check out St. Louis Rams wide-out Torry Holt (left), who didn't turn on the jets in time to get away from his ball-batting defender. But teammate Isaac Bruce (right) has his man beat by a whopping five yards! The game looks so real that when Bruce comes down with that pass (and, with hands like that, he does) you'll find yourself standing up and cheering along with the 70,000 roaring fans, trying to convince yourself it's just a game.



SOMETIMES THERE'S ONLY ONE DEFENDER TO DECIDE IF YOU CAN TURN A TWO-YARD LOSS INTO A 55-YARD SPRINT FOR THE END ZONE.



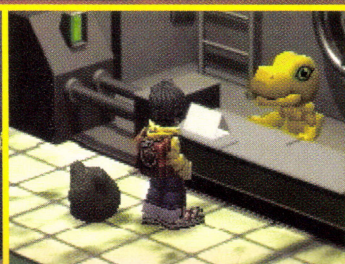


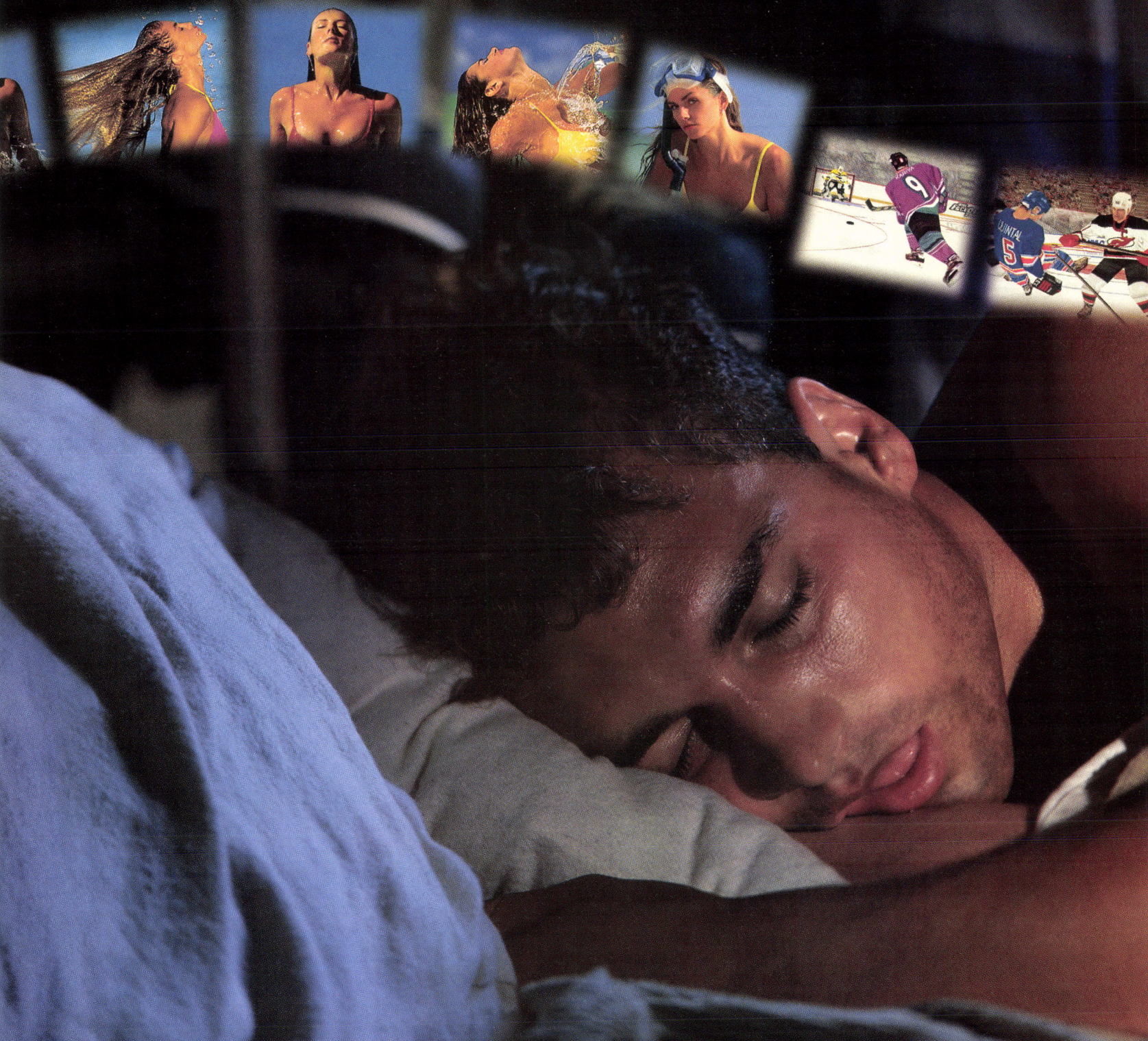
CAUTION: MAY NOT BE SUITABLE FOR PEOPLE WHO SUCK AT VIDEO GAMES.

If you're going to try playing Digimon World, you'd better make sure you're wearing two pairs of underpants. See, some of these Digimon are so vicious and twisted they were actually banned from television. That's okay with them, there are more things to blow up in video games anyway. Like you. So if you think you've got enough game for Digimon World, bring it. But don't say we didn't warn you.



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From the new Shoot Out and Practice Modes, to the expansion teams and up to the minute rosters, we've captured



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the speed and intensity of hockey. It'll get in your head and stay there.

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AS YOU CAN SEE FROM THE SCREENSHOTS, THE GRAPHICS ARE REALLY QUITE ASTOUNDING. THEY MOVE AT A REMARKABLE PACE, TOO.



5 MUST-HAVE GAMES!



It's not often that a game grips the entire *OPM* team with such ferocity that people literally fight over it. *SSX* is a game that has so much to it, people were obsessing over the details. Unlike snowboarding games on the PS one, *SSX* provides a sense of speed and scale that really makes you feel like you're hurtling down a mountain while pulling off death-defying tricks. This isn't a true sports simulation, though—the emphasis is very clearly on gameplay, and it offers an enormous level of depth. Eight characters compete over eight tracks; win a gold in each course with each character and open stuff up. Go back and re-run the tracks in show-off mode where you try for points within a time limit, Tony Hawk's Pro Skater style, and achieve golds with each character on each track again. Then, to finally open up all of the extra bonus bits, pull off all 50 of each character's special tricks. Sound like a lot to do? It is...but the sense of achievement you get from completing each task is incredible as the game continues to reward you with enhanced stats, new boards, new outfits and tips on how to find new areas of each course.

Typically in this kind of game, you start at the top of the hill and try to get to the bottom as quickly as you can via the marked course. *SSX* is different, though. As you work through the course you'll realize that pretty much the whole environment is rendered and you can go wherever you choose. Make your own shortcuts, jump over traffic on bridges above the marked course, disappear into iceholes or mineshafts. The better you are at tricks, the further you can jump and whole new areas open themselves up to you.

As if the one-player game wasn't enough, there's also an excellent two-player mode where you can race on any of the courses that you've opened up single-handedly. The sense of competition this inspires is astounding. See our reviews section for more info.



EACH TRACK HAS A UNIQUE STYLE AND LOOK, FROM THE FAIRLY BASIC MOUNTAIN RUN THAT YOU START ON IN JAPAN...



...TO SOME OF THE FREAKIER TRACKS LIKE THE ALOHA ICE JAM, WHERE YOU SLIDE DOWN AN ICEBERG AS IT'S TOWED ACROSS THE PACIFIC.

50 HOURS OF GAMEPLAY?

We kid you not...if you're going to open up everything there is to be had in *SSX*, you're going to need to invest some serious time in it. We worked our way through every feature with just one character, and it took us the best part of five or six hours—and we still hadn't pulled off all the moves in that one boarder's trick book. Seven more characters to go. Thankfully the game doesn't get boring, and as you improve your abilities the game adapts to provide you with more things to try. It's not often a game offers quite so many rewards and inspires you to continue.



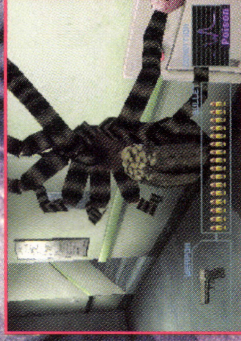
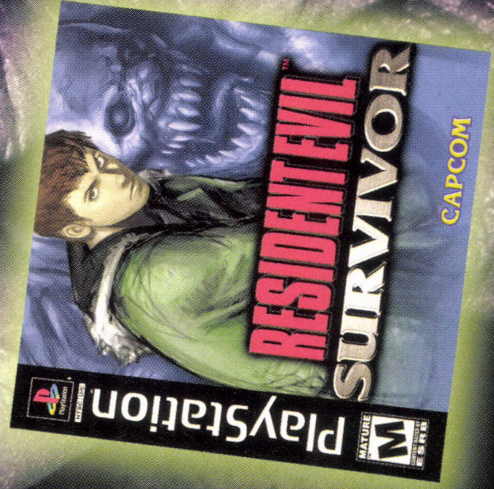
In Your Face Terror

Now experience terror in first person perspective.
Introducing Resident Evil Survivor.



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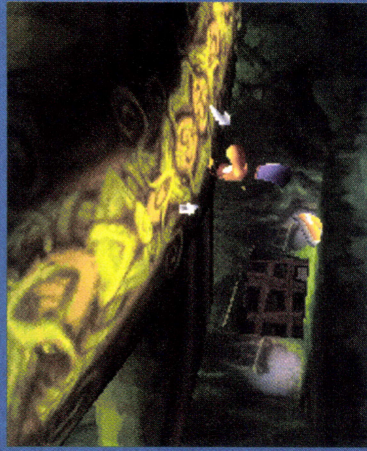
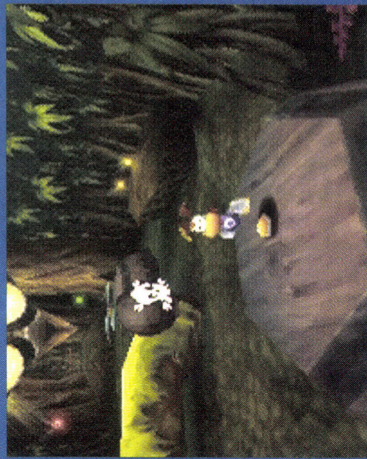


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RAYMAN 2





All screenshots taken from the PlayStation® game console.

www.raymanworld.com



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ALL OF THE SCREENS ON THIS PAGE ARE IN GAME SHOTS. NOT MOCK-UPS, NOT CUT-SCENES. THIS IS WHAT IT LOOKS LIKE.

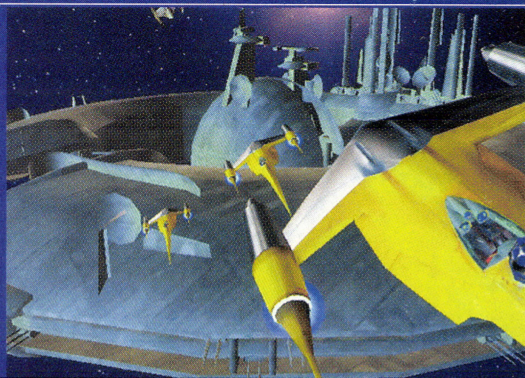
5 MUST-HAVE GAMES!

STAR WARS: STARFIGHTER

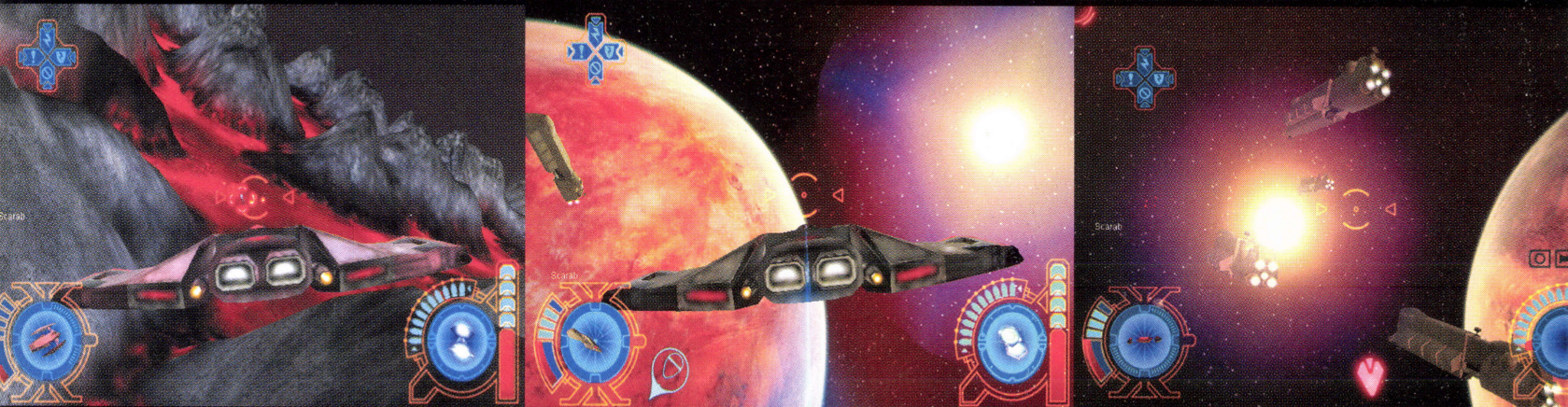
If you've been paying attention lately and doing your civic duty by purchasing your copy of the *Official U.S. PlayStation Magazine* the day it hits newsstands every month (or better still, you subscribe), you'll no doubt have noticed that we made a really big fuss about LucasArts' first big PS2 game last month. If you didn't get a chance to pick up a copy, let us state right now that *Starfighter* is without any shadow of doubt one of the must-buy games of the year. Recent Star Wars games associated with the *Episode I* license have been somewhat lacking on the PS one, but this will certainly help convince you that Star Wars games are, as they rightly should be, the dog's danglies.

At its heart, *Starfighter* is a fairly simple flight combat game. Half of the action takes place in space within the Naboo system, the other half is ground-based missions where you're flying over some beautiful terrain, either attacking installations or protecting friendlies. As you can see from the screens here, it's a seriously good-looking game—but nothing prepares you for when you see it moving. It's gloriously fast and silky smooth. All of the ships are wonderfully modeled, and many of the vehicles in the game are built from original design schematics that were used in the movie. The storyline doesn't follow that of *The Phantom Menace*, though, even though much of it takes place within the same timeframe. However, the climax of the game slots in nicely with the huge battle above Naboo when Anakin accidentally blows up the Trade Federation droid control ship.

Although not available on Oct. 26, you will see *Starfighter* in stores before Thanksgiving. Make sure you check it out.



THE MISSIONS IN SPACE ARE PARTICULARLY IMPRESSIVE, AS THERE IS STILL A TERRIFIC AMOUNT OF DETAIL ON SHOW. IT'S NOT JUST STARS.



GROUND MISSIONS MAKE UP ABOUT HALF OF THE GAMEPLAY AND HAVE YOU TRYING TO WIPE OUT THE TRADE FEDERATION FORCES.



THAT'S HUGE

Those big lander ships are really frickin' huge. Everything in the game is to scale—when you're darting around in a fighter taking on something that's full of tanks, droid ships and battle droids, you really get to feel humbled. What's more impressive still is the fact that the big control ship (the thing that looks like a donut with a bite out of it—remember it from the movie?) contains loads of landers. And in the last mission of the game, you can fly inside and zip about among them. Cool, huh?



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CHECK OUT THE INTRICATE ARENAS IN TTT. NEARLY EVERYTHING IS 3D, AND THERE'S TONS OF ANIMATION GOING ON IN THE BACKGROUND.



5 MUST-HAVE GAMES!

TEKKEN TAG TOURNAMENT

When it comes to fighting games, few are identified as closely with the PlayStation as Tekken. The series has been with us since the beginning, with regular updates that climaxed with the release of the astoundingly deep Tekken 3. So it's no surprise that a Tekken game will be available for the launch of the PS2.

What is surprising is how incredibly gorgeous the game looks. Not only are the characters built from seemingly gazillions of polygons—resulting in defined musculature, detailed faces and nice extras like realistically moving locks of hair—the arenas are also incredibly sharp. In addition to the reflections in pools of water, tufts of grass swaying gently in the wind, detailed snow and wonderfully modeled brick textures, you'll find lots of details that might escape initial notice. For example, most stages have some kind of action going on in the background; one level features schoolchildren doing calisthenics, each represented in 3D

and animated separately. The depth of space and detail is simply amazing.

As for the gameplay itself, it remains faithful to the arcade version; the big addition this time around is the ability to swap out with another character in the middle of a fight, which adds a surprising degree of strategy (see the Big Tip below). You can even enlist a friend to control the second character, making for some raucous four-player battles.

And of course, the game throws in a few extra modes (see sidebar below) and lots of stuff to unlock, like ending cinemas and the requisite hidden characters. Though the cinemas lack the length and drama of the rendered endings found in previous Tekkens, they're nearly as astounding for the fact that they're driven by the game engine. And of course, you'll find the now-expected off-beat humor in these cinematic sequences. The bottom line is, this is going to be a must-have for any fan of fighting games. In other words, it's Tekken. Go buy it.

TEKKEN TAG FEATURES THE RETURN OF WACKY ANIMAL CHARACTERS LIKE ROGER AND KUMA, BUT THIS TIME THEY LOOK ALMOST LIFELIKE.



Unlike Dead or Alive 2, the tag system in Tekken is based on a single-out victory. That is, once one of your characters gets knocked out, the round is over (DoA requires both to be KO'd). Luckily, the resting character can recharge his or her energy. So the ideal strategy is to switch out your players after a particularly powerful, fast hit—this leaves the most room for regeneration. And if your health gets really low, get out!



ALLEY ALTERCATIONS

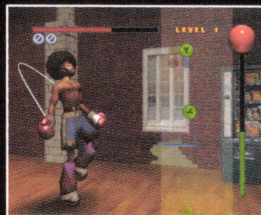
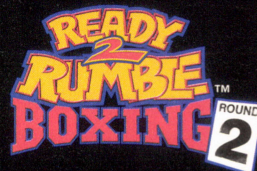
Since Tekken 3 threw in the whimsically entertaining Tekken Ball Mode (a bizarre hybrid of fighting and volleyball), the addition of at least one wacky new mode was expected for Tekken Tag. But Namco really outdid themselves with Tekken Bowl Tournament, a tag-team bowling minigame (right) that has characters hurling a shiny silver ball at golden pins fashioned in the shape of Heihachi's head! Tired of throwing straight down the alley? Why not aim for one of the onlookers instead? You can score a "KO" with every one you take out!



AFRO

*Sometimes being the best
means having to spend
a whole lot on Afro Sheen.*

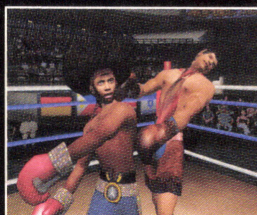
Uh huh. That's right. The King of the Ring, Afro Thunder, returns with more style, moves, taunts and punishing soul. Plus a spectrum of new features await like 13 outrageous new boxers including 5 special characters and 10 returning contenders. It's intense, over-the-top boxing action. Come on. I know you feel it now. Let's Get Ready To Rumble®.



*Train with
Mini Games*



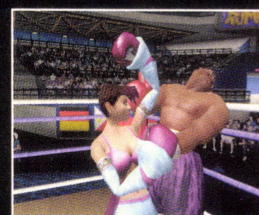
*New Ring-Clearing
Rumble Flurries*



*New Taunts, Combos
and Animations*



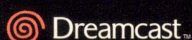
*23 Outrageous
Boxing Personalities*



*Sharper Single
Player Boxing*



Available for
Playstation 2



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*Screen shots taken from PlayStation 2



TIMESPLITTERS SHOULD BE THE FASTEST FIRST-PERSON SHOOTER EVER CREATED FOR A CONSOLE. AND THE MOST FUN AS WELL.

5 MUST-HAVE GAMES!

TIMESPLITTERS

There are two camps when it comes to console first-person shooters. In one, there are the gamers who have no interest in this genre. They'd rather stick with things that make "more sense" on their system—be it racing, fighting, RPG or action. They've never played an FPS, and aren't about to start. In the other group are all those FPS snobs. They've fragged their way through every possible FPS on the PC, from Wolfenstein to Quake, and just know that their favorite games couldn't be properly represented on a console. But thanks to TimeSplitters, both camps may soon have a change of heart.

Developed by Free Radical Design, which is made up of former Rare team members who worked on the critically acclaimed and enormously successful GoldenEye 007 for the Nintendo 64, TimeSplitters is shaping up to be the best FPS ever produced for any console. The game is silky smooth—even in four-player split-screen mode, the framerate never stutters, and the engine can accommodate a silly amount of enemies and action onscreen. Graphically, it's a great showcase for the PS2's processing power, the kind of game that will

impress even the PS2 nonbelievers out there. The levels are huge, well-designed and full of tasty details. There are 24 playable characters, scores of unique weapons, and plenty of old-school multiplayer matches like Deathmatch, Last Stand and Bag the Flag. But beyond the sheer speed and beauty of the game, there's the brilliant control scheme. If you've never played an FPS before, you'll soon be fragging with the best of them. The way the game uses the Dual Analog sticks is perfect for newbies, who'll have no problem adjusting to this sometimes difficult genre. And while some seasoned FPS players may lament the lack of mouse-and-keyboard control, they all have to concede that the Dual Shock 2 works pretty damn well.

More important, though, TimeSplitters is one of the most enjoyable multiplayer games that's ever come through this office. It's a rare game that can bring out the intense competitive spirit in each and every editor on staff, to the point where all work would stop in order to accommodate just "one more" deathmatch. All gamers—from FPS skeptics to veteran Quakers—owe it to themselves to play this game.



FOUR PLAYERS. SCORES OF ONSCREEN ENEMIES. MASSIVE, DETAILED LEVELS. TONS OF PYROTECHNICS. BRILLIANT LEVEL EDITOR.



BUILD YOUR OWN

Twenty-four levels not enough for you? Well, TimeSplitters has what may be the coolest level editor ever seen in a console game. Have a favorite arena in Quake or Doom? You can probably re-create it fairly accurately. Or you can create your own unique arena. The editor is extremely easy to use, and creates surprisingly robust, detailed levels. If you can imagine it, you can build it. How's that for infinite replayability?





**I'd rather be
pissing off skiers**

MTV SPORTS PURE RIDE



Ride the entire mountain.



Build your own mountain,
full of cars, kickers, trees and rails.



Combine jumps, tricks and grinds
in the all-new stunt mode.

We've given you total freedom. Now shut up and ride.

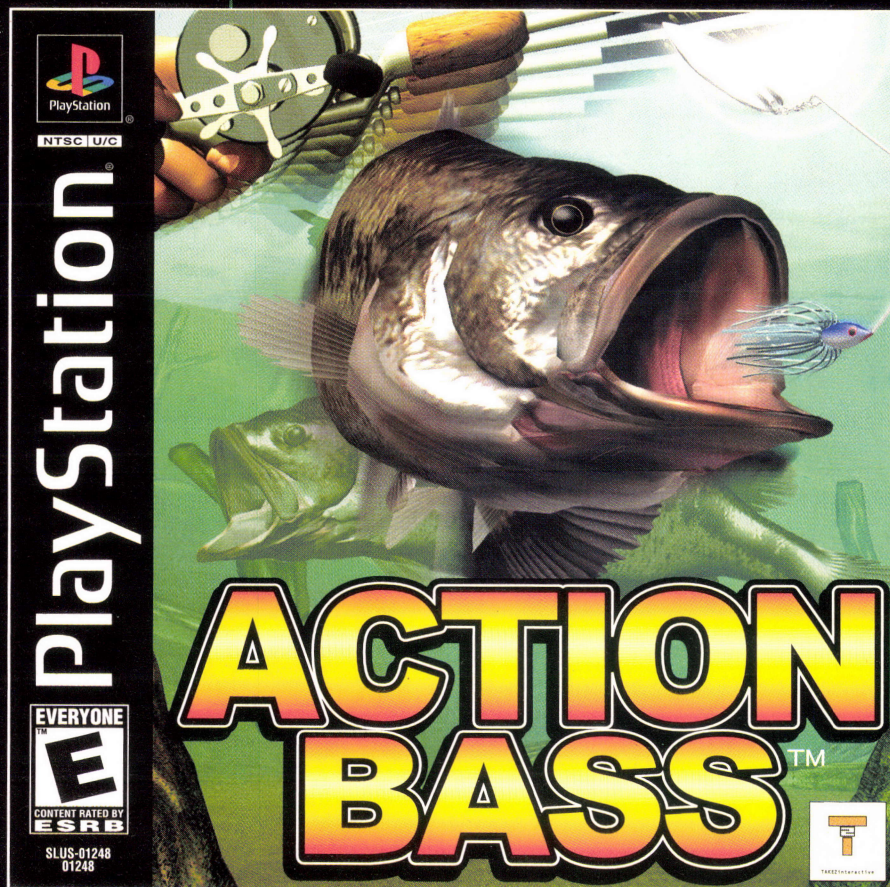


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■■■ ACTION BASS



After a hard day of fishing under the sun or competing in a tournament, you look with awe at the trophies your angling skills have awarded you. In this action-packed arcade style fishing game, the player can either spend time leisurely casting across lake waters waiting for a bite on the line or they can enter an intense fishing competition where the only fish that matters is the biggest catch of the day. Along the way players will face all sorts of challenges including shifting water conditions, unstable weather and even more skilled opponents as he continually attempts to outwit the wily bass during each season of the year. Amazingly realistic fish behavior ensures that no fish is caught without a fight and that reeling in a winner delivers optimum angling action excitement.



- :: Tournament-style Challenge Mode, free-wheeling Free Mode, and an Extra Bonus Mode.
- :: Lure Action Gauge allows the player to monitor lure movement easily.
- :: Enjoy watching fish (up to five heaviest) you brought back in the Aquarium Mode.
- :: Five diverse lures are available at the beginning, covering a wide range of water conditions and lure movements. More lures will be available as the player gains experience.
- :: Wide variety of "lure action" possible to attract bass, some requiring retrieving or rod movements only, others requiring skillful combination of the two.

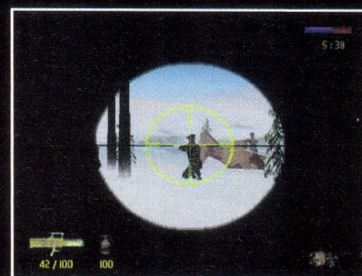
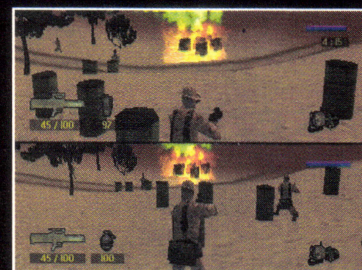
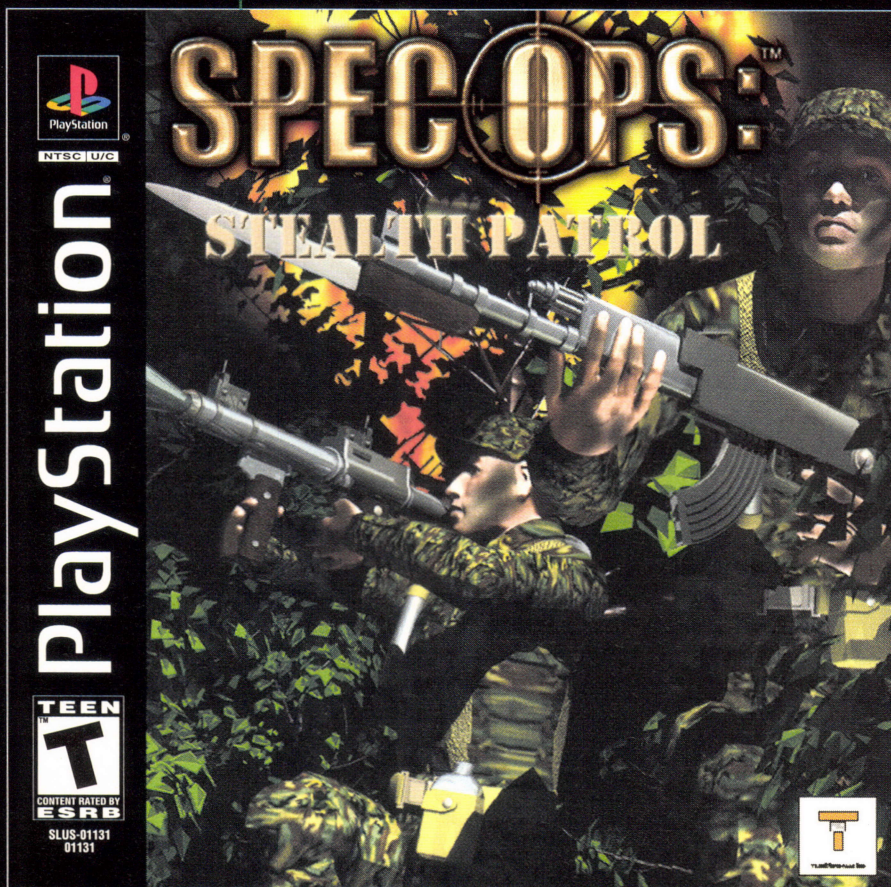
\$9.99* GOT GAME? **\$9.99***

*Suggested Retail Price

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■ ■ ■ SPEC OPS:

STEALTH PATROL



Welcome to the US Army Rangers, one of the toughest and most elite of the world's military task forces. Your main objective is to control your team of Rangers and eliminate opponent targets while completing mission sub-tasks in the time allotted. Choose between stealth or all out frontal assault- it's up to you. 3D action, time pressure and realistic combat will keep you begging for more. Immersed in huge, outdoor 3D environments you and your team members must successfully execute your tasks which revolve around several different mission objectives including reprisal attacks, seize and destroy missions, counter-terrorist attacks and raid and destroy missions. Each environment is unique, not only in look and feel, but in game play as well. With the emphasis on action and realism, navigate your team with guns blazing or silently under the cover of darkness across landscapes of thick jungle, barren desert, arctic tundra and dense forest.

Do you have what it takes? Will you be able to complete your mission, though you may be the lone survivor?



- :: 5 intense mission campaigns each with numerous sub-missions based on real activities carried out by the US Army Rangers
- :: An arsenal to choose from including shotguns, grenades, machine guns, sniper rifles and more
- :: 3 difficulty levels - Private (Easy), Corporal (Medium), Sergeant (Difficult) offers massive replay value
- :: In the 2 Ranger option the player has simultaneous control of 2 Rangers
- :: Create an inventory filled with hi-tech equipment to aid the Rangers in their tasks - GPS navigation for moving through dense landscape, tripwire mines to booby trap enemies, nightvision goggles for stealth accuracy, med kits for injury repair and more

\$9.99* GOT GAME? **\$9.99***
Suggested Retail Price

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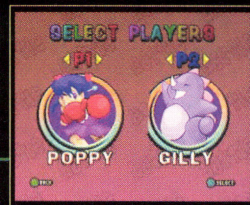
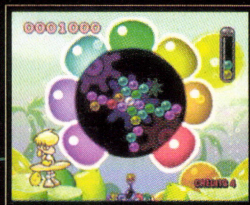
■ ■ ■ BALL BREAKERS

Roll with the punches! Roll over the competition!



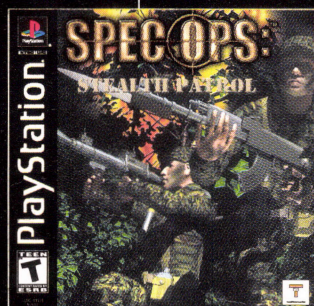
■ ■ ■ SPIN JAM

Ultra-addictive arcade action puzzler!!!!!!



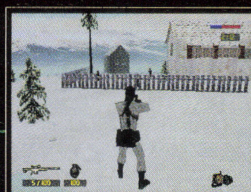
■ ■ ■ MARTIAN GOTHIC

Horror on an intergalactic scale!!



■ ■ ■ SPEC OPS: STEALTH PATROL

The enemy is expecting you tomorrow. You're already there!



■ ■ ■ PRO-PINEBALL BIG RACE USA

Pro Pinball: Big Race USA delivers more adrenaline-pumping action than your brain can handle!



\$9.99*
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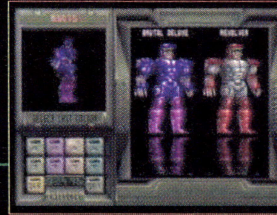
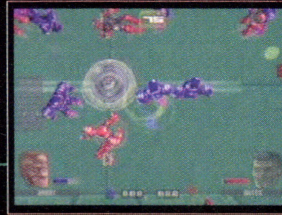
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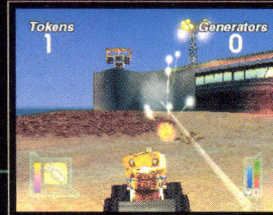
SPEEDBALL 2100

Extreme sports have been taken to the next Level!

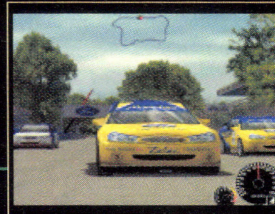


GRUDGE WARRIORS

There is no such thing as friendly fire.



FORD RACING



PRO-PINBALL FANTASTIC JOURNEY

Steam powered time travel will whisk you away into the world of pinball.



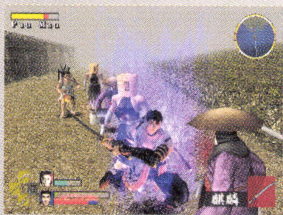
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*Suggested Retail Price

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7 Blades

Publisher Konami
Developer Konami
Release Winter 2000

This one's based on the Japanese movie *Legend of Zepand*, where evil space ninjas invade our precious planet Earth. The game begins with Gokurakumar, the main character, fighting in feudal Japan. It's no surprise that you'll eventually battle in a spaceship.



Armada 2

Publisher Metro 3D
Developer Metro 3D
Release Spring 2001

The sequel to the Dreamcast's *Armada* is a space shooter expected to support online play. The developers even hope to allow people with a PS2 to play with and against people with the Sega system. The Internet aspect of this game should really bring this to the next level.



Black & White

Publisher EA Games
Developer Lionhead Studios
Release 2001

Set in the mystical land of Eden, players will enter this game as a deity who has the power of divine intervention. You'll work to raise a creature to gigantic proportions to do your bidding. Whether your creation is good or evil—black or white—depends upon your actions.



CART Fury

Publisher Midway
Developer Midway
Release Spring 2001

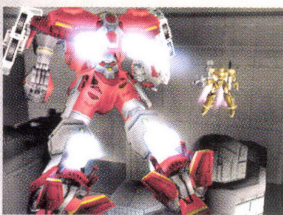
Midway dishes up a unique mix of arcade and simulation racing with *CART Fury*: You'll race tiny cars through crazy arcade environments (complete with turbo), all the while being careful not to sustain too much damage to the vehicle, which will take you out of the race.



Age of Empires II: Age of Kings

Publisher Konami
Developer Konami
Release December 2000

Microsoft's real-time strategy series heads to the PS2 with all the goodies of the PC version. You'll control one of 13 civilizations from the past (Vikings, Celts, Japanese and many more) with world domination in mind. It's a deep game with lots of extras.



Armored Core 2

Publisher Agelec
Developer From Software
Release November 2000

The series of "combat machine simulators" returns. You can customize a unique fighting machine from more than 10 billion patterns, including color customization. You then play the game from the machine's "quarterback" cockpit view for a perfect look at the action.



Blair Witch Project

Publisher TBA
Developer Gathering of Developers
Release TBA

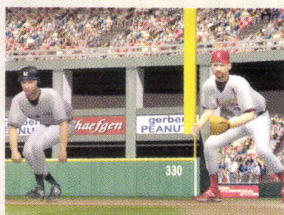
The first of three planned games, *Blair Witch Project* serves as a prequel to the film that caused a pop-culture phenomenon when it hit screens in summer 1999. As an investigator, it's your job to find the lost children taken to an abandoned house by the freak Rustin Parr.



Cool Boarders

Publisher Sony CEA
Developer TBA
Release TBA

Now that *SSX* has shown us what the PS2 can actually do with snowboarding games, it will be interesting to see how the longest-running snowboarding series on the PlayStation responds. Will the real screens look as good as this real-life snowboarder pic? We'll see...



All-Star Baseball 2002

Publisher Acclaim Sports
Developer Acclaim Sports
Release March 2001

Acclaim's award-winning Nintendo 64 baseball title takes its strong play to the PS2, equipped with an intuitive pitching system allowing pitchers to throw a large variety of pitches from different arm angles. So, getting a hit off Pedro Martinez will be realistically impossible.



Army Men: Air Attack 2

Publisher 3DO
Developer 3DO
Release November 2000

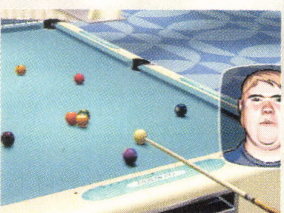
The sequel to *Army Men: Air Attack* is getting a brilliant facelift as it continues the same toy helicopter-based combat pitting the classic struggle of the Green and Tan Armies. The plastic men battle tenaciously through 26 missions spanning 10 unique environments.



The Bouncer

Publisher Square EA
Developer Squaresoft
Release Winter 2001

This one stars three unique bouncers who become a quick team when the gang bursts in and kidnaps Dominique, the object of desire for one of them. Punches and kicks ensue—big time. Expect to pound away on multiple enemies at once. It's quite the sight.



Cool Pool: Billiards Master

Publisher Take 2 Interactive
Developer ASK Co., Ltd.
Release Fall 2000

Take 2's 3D pool simulation allows players to take on a variety of different levels, including U.S. Nine, International Nine, Random Six, Rotation and Frozen Play. The goal is to become the top-ranked pool shark. There are plenty of minigames en route to legend status.



Ape Escape 2

Publisher Sony CEA
Developer Sugar & Rockets
Release 2001

Expect *Ape Escape 2* to involve the escape of more apes—and this time those simians will look even better! The gameplan is the same as far as the Dual Shock is concerned, the original still existing as the only game out there to really push the controller to new depths.



Army Men: Sarge's Heroes 2

Publisher 3DO
Developer 3DO
Release November 2000

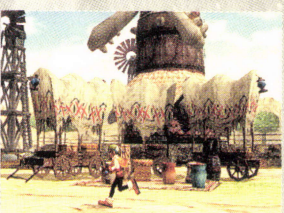
Though the PS one's version of *Sarge's Heroes* might have failed in a few areas, the power of the PS2 should address these trouble spots. The game promises plenty of sniper rifles, flamethrowers, drivable tanks and secret areas for the little Green men to annihilate with.



Bust-A-Groove 3

Publisher Enix
Developer Enix
Release 2001

The original broke all kinds of rules about what a game should be, and the sequel promises more. This time, you can square off with four players instead of just two. The animations move like never before, the settings look brilliant, and the dancers are way more funky.



Dark Cloud

Publisher Sony CEA
Developer Sony CEI
Release January 2001

This fantastic-looking RPG follows the adventures of a youth name Toran, who has the ability to revive souls from the dead. His haunting gift makes it his burden to rebuild homes of townsfolk whose souls have been imprisoned by an evil demon.



Aquaqua: Wetrix 2

Publisher SCI
Developer Imagineer
Release 2001

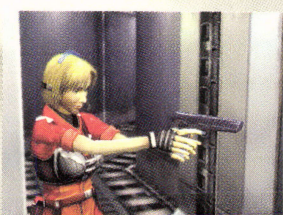
A clever puzzle game played on a game board, *Aquaqua's* different terrain dictates how you'll manage to keep water from spilling in and ruining the fun. Graphically it looks great, and the water effects are superb. Could this possibly be the next great puzzler?



Baldur's Gate

Publisher Interplay
Developer BioWare
Release Fall

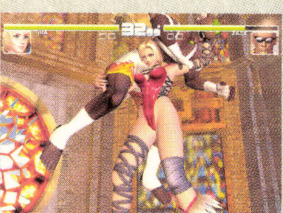
This massively popular PC role-playing game is due to make the jump to the PlayStation2 sometime late next year. Hopefully the game will retain the excellent multiplayer support of the original, which allows players from anywhere in the world to form parties online.



Carrier

Publisher Jaleco
Developer Jaleco
Release December 2000

Originally a Dreamcast game (and not a very well-received one at that), Jaleco's survival horror title has been completely revamped for the PS2. As either a male or female character, you'll fight hordes of mutant creatures. Do you have what it takes to survive?



Dead or Alive 2: Hardcore

Publisher Tecmo
Developer Tecmo
Release October 2000

With a fighting engine as close to *Virtua Fighter* as you'll get on a non-Sega console, this boob-filled fight-fest is a significant improvement over its DC counterpart. You'll start with 12 fighters, but you can also earn upgrades. Some beautiful detail makes this one a keeper.

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Donald Duck: Quack Attack

Publisher Ubi Soft
Developer Ubi Soft
Release November 2000

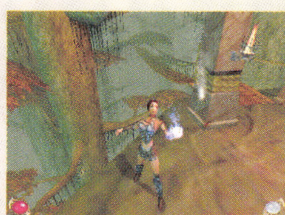
Your first chance to see Donald Duck in 3D sets the grumpy fowl on an action-heavy quest to save Daisy from her kidnapper, a magician named Merlock. Hijinks abound in this adventure, as Donald's trademark temper plays a major role as well.



Dragon's Lair 3D

Publisher TBA
Developer Dragonstone Software
Release TBA

Loved by some and loathed by others, 1982's Dragon's Lair was the first-ever arcade game to utilize laserdisc technology. Expect its PS2 evolution to resemble the revolutionary title's look and humorous events...but this time you can actually control Dirk against Singe!



Drakan

Publisher Sony CEA
Developer Surreal Software
Release Spring 2001

Based on the popular PC franchise, don't mistake this game to mirror its predecessor. [It's actually part two, but SCEA wants a fresh start on the PS2, hence the absence of a numeral after the title.] The fantasy-based storyline features plenty of dragons and magic.



Dreamland Chronicles

Publisher Bethesda
Developer Mythos
Release TBA

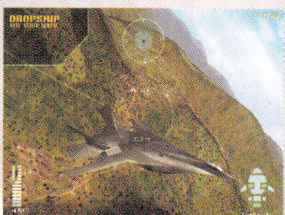
Dreamland Chronicles is a promising-looking turn-based strategy from the makers of X-COM: UFO Defense. The game will include two distinct modes: one in which you plan out "big picture" strategies and one in which you take control of smaller squads.



Driving Emotion Type-S

Publisher Square EA
Developer Escape
Release Spring 2001

Driving Emotion Type-S includes 40 cars from the likes of Porsche, Ferrari and Mitsubishi. Though the release of the game in Japan was often criticized for its shaky controls, Squaresoft has tweaked them for the stateside gamer. We can't wait to see the result.



Dropship

Publisher Sony CEA
Developer Camden Development Studio
Release Spring 2001

A real-time strategy/air-combat game, Dropship places you in the role of a pilot who must fly several combat missions using a variety of futuristic crafts. It features some sweet textures, as well as some really nice landscapes. But mostly, it shows off some beautiful planes.



Duke Nukem

Publisher Rockstar
Developer 3D Realms
Release TBA

Though we do know for sure that Duke will make the jump to PS2, we've only heard rumors about the specifics. But supposedly this version will be a part of the as-yet-unreleased PC title Duke Nukem Forever, which has been in development since, well, forever.



Dynasty Warriors 2

Publisher Koei
Developer Omega Force
Release October 2000

If you're expecting a sequel to 1997's Koei fighting game, think again. Dynasty Warriors 2 is unlike anything the PS one has ever delivered, featuring you as a real-life Chinese historical figure battling by yourself on a field of thousands of warriors. Lots of hack-and-slash fun.



Eden

Publisher Eidos
Developer Core Design
Release Spring 2001

Set in the near-future claustrophobic bowels of a giant city, this first-person 3D strategy/adventure stars an entire squad of controllable characters—not just a single character—which leads to some interesting strategic scenarios, as players decide who to use and where.



Ephemeral Fantasia

Publisher Konami
Developer Konami
Release Winter 2000

Previously known as Reiselied, this RPG focuses a lot on realism, even though the characters are distinctively anime. The entire game flows in real-time and one really cool feature is that certain events can only be triggered during certain times of the day.



ESPN International Track & Field

Publisher Konami
Developer KCEG
Release Fall 2000

This is a game for the Olympic ages. You'll square off against the world's best competition in twelve events, including the long jump, weightlifting, skeet shooting and more. This is the perfect party game for the PS2. The emotions of the Olympic games really surface.



ESPN NBA 2Night

Publisher Konami
Developer Konami
Release November 2000

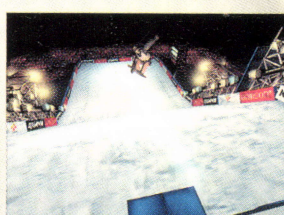
This hoops effort promises all kinds of ESPN attitude, including the classic humor and wit of SportsCenter anchor Stuart Scott, with Brent Musberger in the booth to help out. Five different gameplay modes, a sweet Create-A-Player and 25 unique dunks. Booyah!



ESPN NFL Primetime

Publisher Konami
Developer Konami
Release November 2000

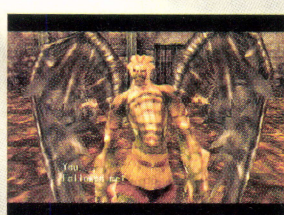
With ESPN analyst Chris Berman, this game "could...go...all...the...way!" Battle on the gridiron with plays you create yourself or shake up the team with a blockbuster deal in the GM mode. Football with the ESPN goodness, including Tom Jackson's analysis.



ESPN X Games: Snowboarding

Publisher Konami
Developer Konami
Release November 2000

Compete in four authentic X Games snowboarding events, including Big Air, Border Cross, Halfpipe and Slopestyle. You'll also have the full ESPN integration to go along with 20 sponsors. The game's soundtrack perfectly inspires you to launch off huge ramps.



Eternal Ring

Publisher Agetec
Developer From Software
Release October 2000

A first-person 3D RPG, this launch title takes you to an island where dragons make their home. The Island of No Return is a mysterious, mystical place where the Eternal Ring can be found. Weather, time and geography all play a part in this visually powerful adventure.



Evergrace

Publisher Agetec
Developer From Software
Release October 2000

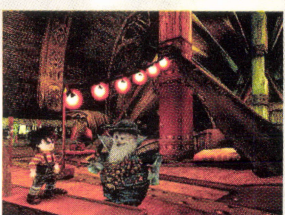
Evergrace is an epic action/RPG from the creators of Armored Core. It tells the story of Yuterad and Shalami, two friends who share a mysterious Crest on the backs of their right hands. Eventually their marks will pit them against evil. But who will be victorious?



Everquest

Publisher Sony CEA
Developer Verant
Release TBA

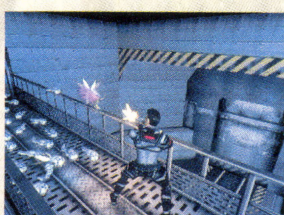
Everquest is what we like to call a "massively multiplayer online RPG," with as many as 5,000 people playing on a server at once. It's set in an enormous 3D world where you can group up with other people of the world to take on the big monsters for lots of experience.



Evil Twin

Publisher Ubi Soft
Developer In Ultero
Release Winter 2001

This adventure follows a young orphan named Cyprien who, while celebrating his birthday, is thrust into a world inhabited with creatures from the most vicious corners of imagination. Cyprien's goal is to get back to his b-day party, but first he wants to kick evil in the bum.



Extermination

Publisher Sony CEA
Developer Sony CEA
Release 2001

We don't know too much about Extermination yet, except that it's a visually stunning survival horror game with an emphasis on action. You'll deal with parasites, swarms of skin-crawling bugs and plenty of other baddies as you fight to stay alive.



F1 Championship Season 2001

Publisher EA Sports
Developer EA Sports
Release November 2000

If you're into F1, you're going to love the way this game looks. Sharp graphics, sharp tracks, sharp cars. Actual F1 racers pitched in to get the camera angles and audio commentary just right. A two-player split screen will also be in there for blazing past your buds.

PlayStation®2

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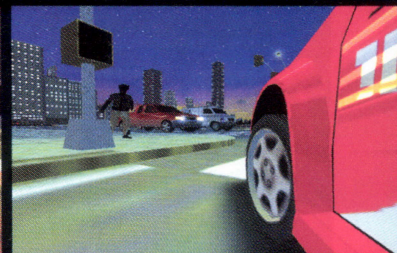
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**ODE TO INTERNATIONAL TRACK & FIELD
ROSES ARE RED. VIOLETS ARE BLUE.
WE'VE GOT MAURICE GREENE.
HE'S THE FASTEST MAN IN THE WORLD.**



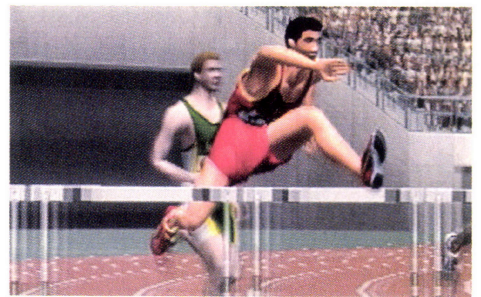
PlayStation 2



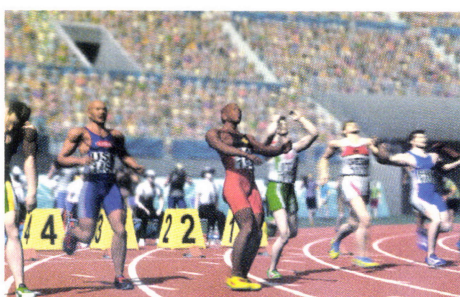
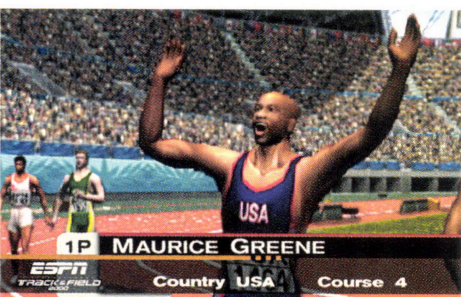
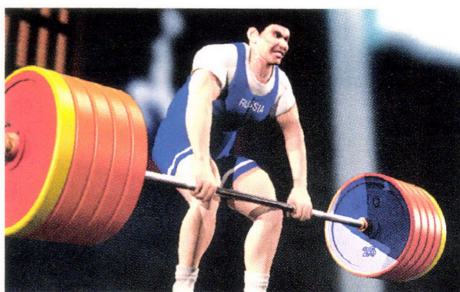
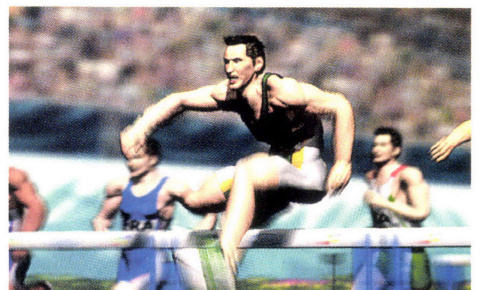
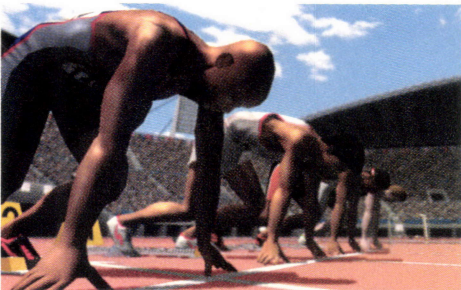
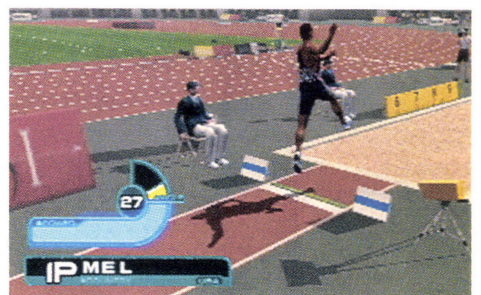
Sega Dreamcast



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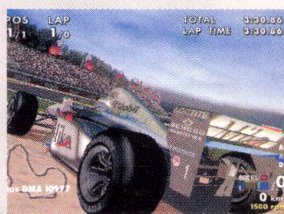




F1 Racing

Publisher Sony CEA
Developer Psygnosis
Release TBA

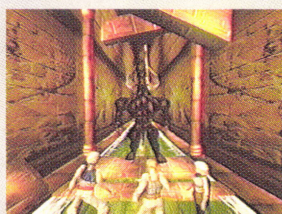
With Psygnosis being more or less the definitive name in F1 games (or at least the longest-running)—not to mention being known for exceptional graphics—we have high expectations for this Formula 1 racer. Let's hope that the company shakeups don't hurt the game.



F1 Racing Championship

Publisher Ubi Soft
Developer Ubi Soft
Release October 2000

Ubi Soft's entries into the racing world have been solid affairs, so we may very well see this one go head to head with the Psygnosis/Sony effort. It's likely just a matter of release dates that will make the difference. At the very least, our European brethren will snap 'em up.



Fantasy

Publisher Jaleco
Developer Jaleco
Release Spring 2001

Perhaps taking a cue from Sega's Shenmue, Jaleco will be releasing this hack and slash multiplayer action/RPG in five separate installments, with the first presenting roughly 100 scenarios based on world mythologies. Sounds intriguing...we can't wait to see more.



Fantavision

Publisher Sony CEA
Developer Sony CEI
Release October 2000

This unusual puzzle game seems strangely reminiscent of Missile Command: Players trigger fireworks to explode in the skies over detailed cities, trying to link up like colors. It may be little more than a glorified particle demo, but it sure is pretty.



FIFA 2001 Major League Soccer

Publisher EA Sports
Developer EA Sports
Release November 2000

We've already had a chance to get our hands—or rather, feet—all over this one, and already it's looking like the greatest soccer game ever. The Dual Shock 2 offers unprecedented control, and the graphics are simply amazing. But will it bring "footie" to the masses?



Final Fantasy X

Publisher Square EA
Developer Squaresoft
Release September 2001

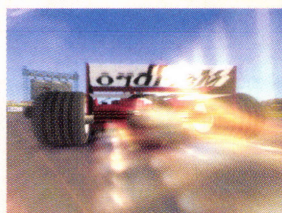
Sure, we'll have to wait nearly a year for the first PS2 Final Fantasy, but the graphical jump alone should make it worth it. You'll even be able to connect online to check out strategies and chat with other players, though the game won't technically be playable online.



Final Fantasy XI

Publisher Square EA
Developer Squaresoft
Release Fall 2001

Final Fantasy XI is expected to provide an online-only experience along the lines of Everquest. An intelligent, on-the-fly text translator will even allow you to form parties with players who speak different languages! Will the FF series become the dominant online RPG?



Formula X

Publisher Titus
Developer TBA
Release TBA

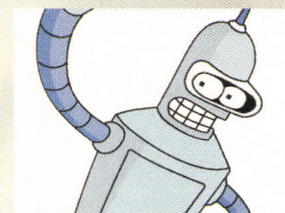
Here comes yet another Formula 1-style game, this time from Titus. Perhaps the nice particle effects and impressive draw distance will help this one stand out in a genre seemingly destined to become the snowboarding of the PS2. Only time will tell.



Fur Fighters

Publisher Acclaim
Developer Bizarre
Release Spring 2001

This third-person shooter from Acclaim features a cast of deceptively charming, fuzzy animals—animals who are armed to the teeth with all manner of big, bad weaponry. Picture Bambi with a rocket launcher and you get the idea. It's cute, furry, cuddly animals...exploding.



Futurama

Publisher Fox Interactive
Developer TBA
Release TBA

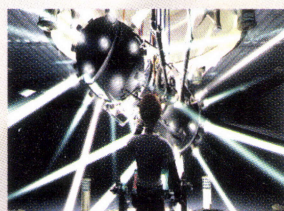
Matt Groening recently announced that this game was in the works, but would disclose no gameplay details. If he's involved, though, you can expect the kind of off-beat humor you've loved since *Life in Hell*. Hopefully, all the voice actors will be retained for the game.



G-Surfers

Publisher TBA
Developer Blade Interactive
Release 2001

UK developer Blade is preparing a game that very well may go head to head with WipeOut Fusion. The interesting thing about G-Surfers is that tracks are mapped onto a sphere, simulating flying around the world, so you'll pass through a variety of settings every time.



Galerians 2

Publisher Crave
Developer EnterBrain
Release Fall 2001

Since some players complained of the shortness of the first game, a sequel may be just the thing. According to the game's producer, Galerians 2's in-game models will be rendered using more polygons than in the original's cinematics! More detail equals more psychic horror.



Galleon

Publisher Interplay
Developer Confounding Factor
Release 2001

You'll take on the role of a roguish pirate lass in this swashbuckling adventure being ported from the PC. This RPG should capture the style of the best high seas adventures: Expect sailing, swordplay and a sultry heroine designed by Toby Guard, creator of Lara Croft.



Gauntlet: Dark Legacy

Publisher Midway
Developer Midway
Release TBA

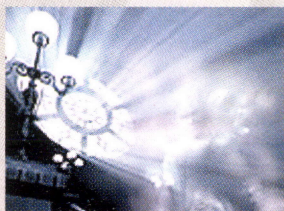
While Gauntlet Legends wasn't terribly well received on the PlayStation, this was mostly due to issues arising from hardware limitations. But remove those setbacks and you've got an entertaining game. The same should hold true for the PS2 sequel.



The Getaway

Publisher Sony CEA
Developer Sony Studios SoHo
Release Summer 2001

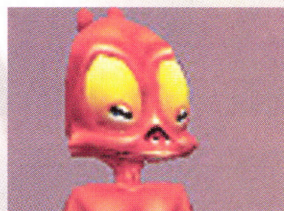
The screens released for this game left us with gaping jaws and a frank sense of skepticism that what we were seeing was actually gameplay. But we've heard reports that this Driver-style game set in London looks awfully similar in motion, and that's really, really good.



Ghost Master

Publisher Empire
Developer Empire
Release TBA

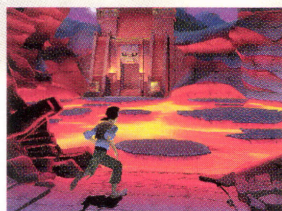
In this unique game from Empire, you take the role of a ghost that's haunting a creepy old house. You'll need to command other supernatural beings and do your very best to scare the daylight out of the living so that you can keep your home all to yourself.



Gift

Publisher Cryo
Developer Eko Software
Release April 2001

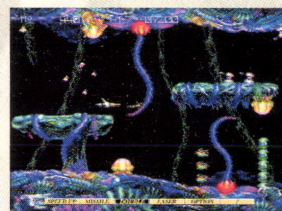
Gift appears to be a genuinely unique platform adventure title, one that sets out to parody video games, films, cartoons and the Internet. Its eponymous main character must brave the Deep Black Shadow of the Obscure Dark Night to rescue Princess Lolita Globo.



Gold and Glory: Road to El Dorado

Publisher Ubi Soft
Developer TBA
Release TBA

This game follows the plot of DreamWorks', ah, less-than-blockbuster film of adventure, conquest, the New World, gold and, er, glory. Expect plenty of hijinks and a graphic style reminiscent of the film, all set in gorgeously rendered worldwide locales.



Gradius III and IV

Publisher Konami
Developer Konami
Release November 2000

The PlayStation2 will host the triumphant return of one of the great shooter classics. Gradius III and IV (both included on one disc) will be updated graphically, with 3D models and flashy special effects impossible on the PS one, but the gameplay will remain as is.



Gran Turismo 2000

Publisher Sony CEA
Developer Polyphony Digital
Release January 2001

Though it was recently revealed to us that GT2000 will contain a mere 150 cars (apparently including more would require more than one DVD), we also found out they've doubled the graphic resolution. Now excuse us while we go change our trousers.

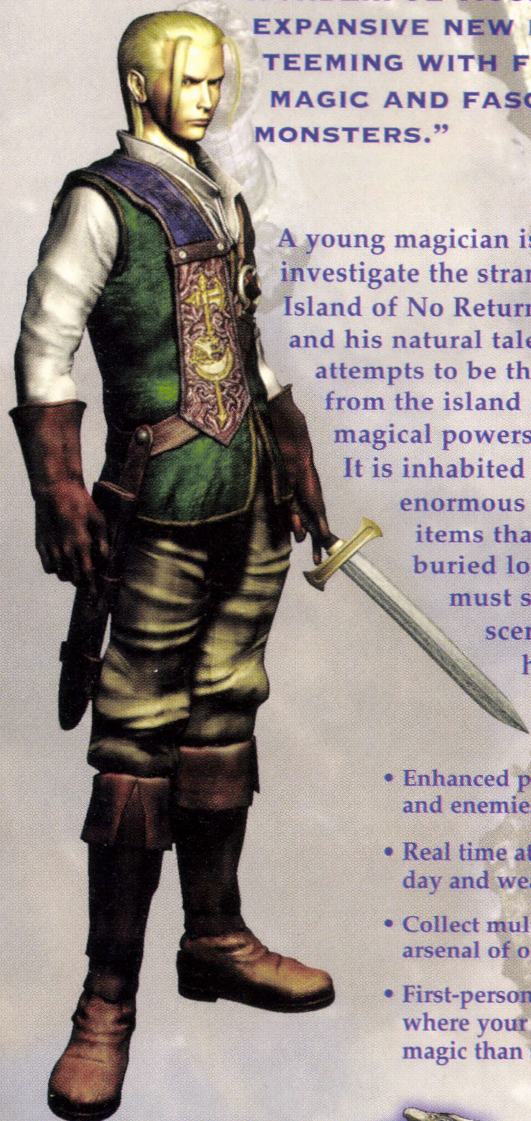
WHO SAID FANTASIES HAD TO BE FINAL?

**"WONDERFUL VISUALS OF AN
EXPANSIVE NEW ENVIRONMENT
TEEMING WITH FANCIFUL
MAGIC AND FASCINATING
MONSTERS."**

— GAMER'S REPUBLIC

A young magician is sent by his King to investigate the strange happenings on the Island of No Return. Armed with his sword and his natural talent as a sorcerer, Cain attempts to be the first person to return from the island alive. Legend has it that magical powers are at rest on this island. It is inhabited by numerous beasts, enormous dragons, and magical items that were supposed to be buried long ago. As Cain, the player must solve several baffling scenarios whilst keeping his hide intact in his search for the ultimate magic ring.

- Enhanced polygon graphics of giant dragons and enemies in a completely 3D world.
- Real time atmospheric effects include time of day and weather FX.
- Collect multiple magic rings to build an arsenal of offensive and defensive spells.
- First-person perspective in an RPG adventure where your combat skills will rely more on magic than swordplay.



ETERNAL RING



FROM SOFTWARE™



*Terrifying monsters inhabit
the island of No Return*



*Gather magic rings to cast
devastating spells*



*First-person view requires
precise combat skills*



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Grandia II

Publisher Ubi Soft
Developer Game Arts
Release TBA

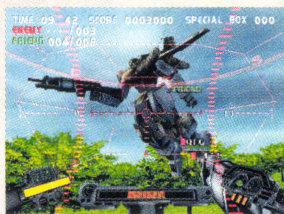
Though this stellar role-playing game's PS2 release has been in question, there's so much interest in the title that we had to include it here. The tried and true gameplay of this classic series would make a nice addition to the PS2's RPG roster. Let's hope we get it.



Ground Control

Publisher Berkeley
Developer Massive Entertainment
Release TBA

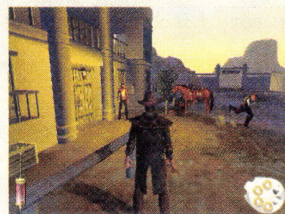
This 3D real-time strategy game for the PC will be making the jump to PS2 at some point, helping to flesh out a genre that's been lacking on the PS one for a while. Expect huge 3D levels with drastic topography that will affect gameplay—you can't hit what you can't see!



Gungriffon Blaze

Publisher Capcom
Developer Game Arts
Release 2001

This game of mech combat is the third in the series (the previous two were seen on the Sega Saturn), but judging from the screens we've seen so far, it very well may give *Armored Core 2*—the PlayStation2 mech heir apparent—a run for its money.



Gunslinger

Publisher Activision
Developer Activision
Release Fall 2001

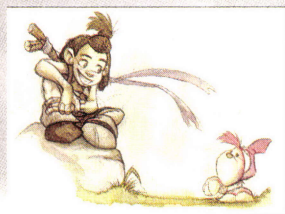
Here's something of a rarity: a role-playing game set in the Old West. As the classic loner cowboy, you'll be able to pick your own path, choosing to play either a good guy or a classic Spaghetti Western "black hat." If you're nasty, you can even shoot your own horse! Cool.



Harry Potter

Publisher EA Games
Developer Bullfrog
Release Spring 2001

Frankly, we know next to nothing about this game other than that it's expected early in 2001. We have heard, however, rumors of a playable Quidditch game as a small part of a larger adventure. We'll keep you updated on news of Harry, Ron, Hermione, *et al*, as we get it.



Herdy Gerdy

Publisher Eidos
Developer TBA
Release Spring 2001

Put to sleep by an evil spell, Gerdy's father, the "keeper of all animals," is unable to ensure peace between all of the island's creatures. As Gerdy, you must fulfill your pop's daunting task and find out who did this to him by exploring a 3D world full of chatty varmints.



Hidden & Dangerous

Publisher Take 2
Developer Illusion
Release TBA

Following in the footsteps of games like *Rainbow Six*, *Hidden & Dangerous* puts you in command of a squad of four Allied soldiers during World War II. You'll need to work out a strategy as well as keep your trigger finger well-oiled as you arm yourself with period weapons.



Jet Ion Grand Prix

Publisher Crave
Developer Gust
Release October 2000

Formerly known as *Hresvelgr*, then as *Fusion GT*, this futuristic flying/racing game has garnered weak reviews in Japan, but many of the criticisms seem to refer to issues that could be fixed before the game's released over here. Let's hope Crave cleans the game up.



Kengo: Master of Bushido

Publisher Crave
Developer Light Weight
Release Spring 2001

If the word "Bushido" got you all excited for a *Bushido Blade* sequel, you're in luck. Though not published by Square, Kengo will indeed be an unofficial sequel, continuing the tradition of ultra-realistic weapons-based combat in medieval Japan. One-hit kills, anyone?



Kessen

Publisher EA Games
Developer Koei
Release November 2000

This game of massive-scale historical combat wowed Japanese gamers at the PS2 launch over there with its graphics depicting nearly 100 soldiers duking it out in real time. The straightforward, innovative gameplay will keep strategy fans coming back for more.



Kessen II

Publisher Koei (subject to change)
Developer Koei
Release 2001

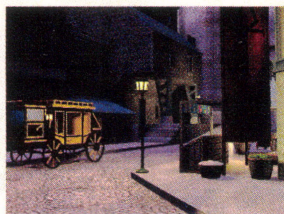
We've just learned that Koei is already preparing the release of *Kessen II*. Due in Japan this winter, the game will up the ante visually, adding an extra four hundred soldiers to the screen at a time. The game will also be a bit less realistic, allowing the use of magic spells.



Knockout Kings 2001

Publisher EA Sports
Developer EA Sports
Release February 2001

EA Sports takes its sim-heavy boxing title and gives it a major overhaul. The game renders real-life boxers like Lennox Lewis, Evander Holyfield and Oscar de la Hoya with painstaking realism, and adds a fiercely complex slugging system for real depth.



Legacy of Kain: Blood Omen 2

Publisher Eidos
Developer Crystal Dynamics
Release Fall 2001

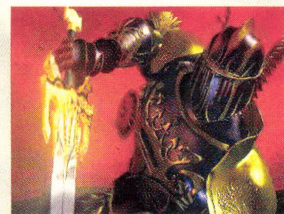
This follow-up to the very first *Legacy of Kain* is set some 100 years after the first game. Kain is still a bitter, nasty vampire, but he has yet to dominate the world in the fashion we saw in *Soul Reaver*. Stealth tactics will make the bloodsucking that much sweeter.



Legacy of Kain: Soul Reaver 2

Publisher Eidos
Developer Crystal Dynamics
Release Spring 2001

While the first *Soul Reaver* left players hanging with its "To Be Continued" ending, *Soul Reaver 2* will more than pick up the slack with huge, varied environments, lots more enemies and powers, and a deeper, more fleshed-out (if you'll pardon the pun) storyline.



Legion: Legend of Excalibur

Publisher Midway
Developer 7 Studios
Release January 2001

This real-time strategy game may turn out to be somewhat similar to *Kessen*—except that it's set within the legend of Camelot rather than feudal Japan, and it features much more realistic blood and gore. Expect all the intrigue of the Arthurian legend in gorgeous 3D.



The Lost

Publisher Crave
Developer Irrational Games
Release Fall 2001

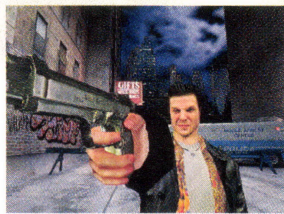
This game should mix elements of survival horror and role-playing games for a spooky, Silent Hill-ish or Parasite Eve-esque experience. What's really interesting about the game is that it's being designed by the creators of the beloved *System Shock*.



Lotus Extreme Challenge

Publisher Interplay
Developer Kuju
Release Spring 2001

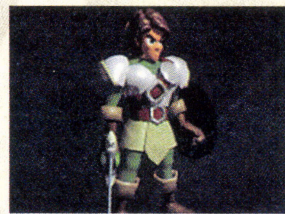
Lotus is the newest automobile manufacturer to secure itself an exclusive game deal, allowing players to test drive the likes of the Lotus 7, 340R, Esprit and Elise without having to run up a hefty price tag. These snappy rides will all be yours early next year.



Max Payne

Publisher Take 2
Developer Remedy
Release TBA

Though the possibility of this game's console release—indeed, the very future of the game—is in question at this point, we can't help but hope for the release of this incredibly detailed shooter. It sounds like a more stylish *Duke Nukem*, complete with real-world locations.



Maximo

Publisher Capcom
Developer Capcom
Release 2001

Fans of old-school platform games, rejoice! Capcom is working on what can best be described as a 3D version of *Ghosts n' Goblins*, and all reports indicate it will retain the classic gameplay of the original. Only this time, it perhaps might be a bit easier...



MDK2 Armageddon

Publisher Interplay
Developer BioWare
Release November 2000

This sequel introduces two new characters, dividing the game up into three distinct styles of play: Kurt is a specialist of stealth and sniping, Dr. Fluke Hawkins is a puzzle-solving brainiac, and Max is a six-limbed robotic dog who likes to trudge into the fray guns-a-blazin'.

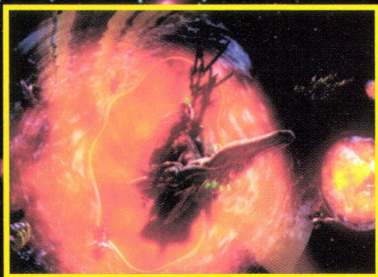
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PlayStation 2



Animated Violence
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Medal of Honor 3

Publisher EA Games
Developer Dreamworks Interactive
Release Fall 2001

The Medal of Honor series will continue to delve into the characters and events of WWII and weave a broader story as more characters and situations are added. Expect MoH3 to remain as a stealthy, mission-based first-person shooter with incredible atmosphere.



Moto GP

Publisher Namco
Developer Namco
Release Fall 2000

Imagine Ridge Racer with high-powered motorcycles, and you're pretty much there with this. It's very much an arcade style racer and can be enjoyed by one or two players. If you've ever played the arcade version or indeed Cyber Cycles, you'll know the kind of thing to expect.



NBA Live 2001

Publisher EA Sports
Developer EA Canada
Release Fall 2000

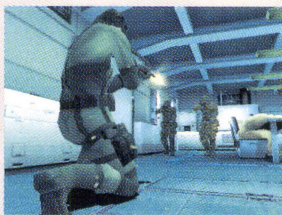
Another one of those EA Sports games that makes your jaw drop the first time you see it, Live is probably one of the most realistic basketball games ever made. It oozes with features like Create-A-Player, fancy expressions on the players—it's like watching the game on TV.



Offroad Thunder

Publisher Midway
Developer Midway
Release Fall 2000

If you've ever played the awesome boat-racing game Hydro Thunder, imagine the same kinda thing only with offroad buggies bouncing over sand dunes rather than boats on water and you'll have a good idea. It's fast-paced, fun, and very much an arcade-style racer.



Metal Gear Solid 2: Sons of Liberty

Publisher Konami
Developer KCEJ
Release Fall 2001

One of the finest PlayStation games ever made spawns a sequel that's arguably one of the most impressive-looking games we've ever seen. Check out the video on this month's disc to see how spectacular it really looks...that's all game footage, too.



Motor Mayhem

Publisher Infogrames
Developer Beyond Games
Release Spring 2001

Boasting the usual boring cliché premise that we've come to expect from vehicular combat games, Motor Mayhem is pretty much exactly what you'd expect from the genre. All the appropriate modes seem present and correct...but it does look nice, doesn't it?



NHL 2001

Publisher EA Sports
Developer EA Sports
Release Fall 2000

As with its NBA and NFL brethren, NHL 2001 is another gobsnacker. Young Todd here in the office was calling people over every five minutes for a whole day when he first played it. "Look at that, look at this." As with NBA, there are tons of features, and eight people can play.



Oni

Publisher Rockstar
Developer Rockstar/Bungie
Release January 2001

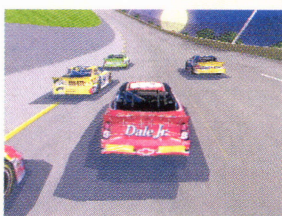
Described as an anime-style third-person 3D action game, Oni is something that will make a big splash when it's released on a variety of systems this holiday season. Oni herself is a tough, gun-toting, martial arts-flaunting chick with some problems. Aren't they all?



Midnight Club

Publisher Rockstar
Developer Angel Studios
Release Late 2000

Inspired by the real-life illicit events of a club by the same name, Midnight Club is an urban racing game set on the streets of New York and London. Featuring tricked out cars and plenty of urban 'tude, it looks to be something with a real car-chase feel to it.



NASCAR 2001

Publisher EA Sports
Developer EA
Release October 2000

Very similar to the PS one we've reviewed this month, NASCAR 2001 is basically a much prettier version of the same game. Race at Daytona for the first time in a console NASCAR game and compete against the apparently vastly enhanced AI drivers.



No One Lives Forever

Publisher Fox Interactive
Developer Monolith
Release Winter 2000

Given it's 1960s vibe and spy movie storyline, NOLF comes across as a bit Austin Powers in places. Basically a story-driven first-person shooter, it uses Monolith's revered 3D graphics engine to achieve some spectacular visuals. Could be a surprise hit.



Onimusha: Warlords

Publisher Capcom
Developer Capcom
Release February 2001

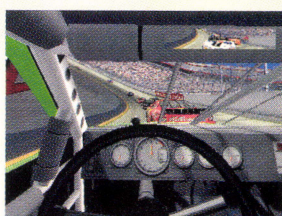
A Resident Evil-style game set in feudal Japan with some spectacular production values. Music is supplied by a 200-piece orchestra, the story was penned by RE2 scribes Flagship, and it melds historical facts and situations with fantasy elements. Something to watch for.



Mille Miglia Racing

Publisher SCI
Developer Climax Brighton
Release Spring 2001

Based on the classic road races that started in 1927, Mille Miglia is going to feature some glorious examples of classic car modeling on PS2. Indulge in racing fine automobiles like a Mercedes 300SLR, Aston Martin DB2 or even a Ferrari 860 Monza Spider Scaglietti.



NASCAR Heat

Publisher Hasbro Interactive
Developer Hasbro Interactive
Release Spring 2001

Another NASCAR game for you, and one that has prompted lots of smiley faces among aficionados who have played the PC version. Graphically it looks set to be a real treat. The team has also stated numerous times that NASCAR isn't just turning left a lot. We'll see about that.



Nooks and Crannies

Publisher Crave
Developer AndNow
Release Spring 2001

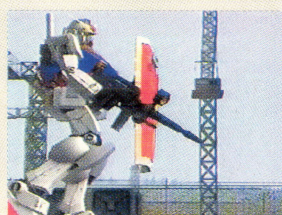
Described on www.andnow.net as "virtual cock fighting with alien pets," Nooks and Crannies is one of those artificial life games. You breed little creatures and then make them beat the crap out of each other. By the people that made Tiny Tank and Mort the Chicken.



Orphen

Publisher Activision
Developer Shade
Release Spring 2001

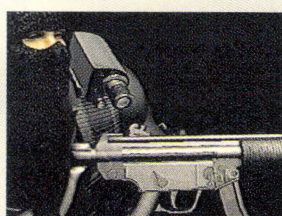
Based on a popular Japanese anime TV show of the same name, Orphen is a 3D action/adventure where the emphasis is placed very firmly on puzzle solving and secrets. This is all woven with an intricate storyline and a prolific use of magical spells.



Mobile Suit Gundam

Publisher Bandai
Developer Bandai
Release Spring 2001

Based on the popular anime and long-running series of games, the PS2 version of this mech combat game promises lots of new features. Fight multiple enemies, and destroy pretty much anything in the scenery. You can even train your crew as you progress.



Navy SEALs

Publisher Jaleco
Developer Jaleco
Release 2001

Using the same game engine as Jaleco's survival horror game Carrier, Navy SEALs (which may be called just SEALs when it's released next year) is a team based combat game. If you've ever played S.W.A.T., you'll know what to expect.



Oddworld: Munch's Oddysee

Publisher Infogrames
Developer Oddworld Inhabitants
Release Spring 2001

One of the first U.S. PS2 games to be demonstrated, the latest Oddworld game promises to be something very special. As much a strategy game as it is an adventure, the title is much broader in its scope than previous efforts. There are still fart gags in it, though.



Pirates of Skull Cove

Publisher EA Games
Developer Westwood Studios
Release TBA

Described as being "mischievous" by those in the know, this is (as you can probably guess) a pirate game where you get to cruise around the world stealing stuff and blowing crap up. Sail the seven seas, grab treasure and probably do naughty things to damsels.

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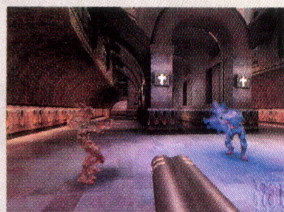
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POD II
Publisher Ubi Soft
Developer Ubi Soft
Release TBA
 Ubi Soft's high-speed, futuristic racing game jumps from the PC to the PS2 and works as an effective example of just how fast the machine can push graphics around. Imagine something like Wipe-Out, only where the vehicles are very much on the ground.



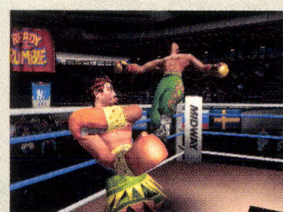
Quake III Arena
Publisher EA Games
Developer ID Software
Release Late 2000
 The definitive first-person shooter series arrives on PS2 with a loud bang and really shows off what the hardware can do. Expect some changes and additions to the PS2 version. It's apparently set to be very different from the PC, Mac and Dreamcast versions.



Rayman Revolution
Publisher Ubi Soft
Developer Ubi Soft
Release Spring 2001
 The limless French wonder hits the PS2 in what was originally thought to be a straight port of the PS one/Dreamcast Rayman 2. We've since learned that the new game is something very different—and also the beginning of a whole series of Rayman platform adventure games.



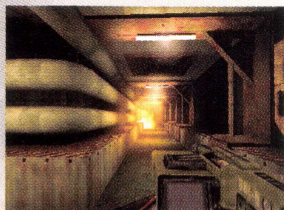
RC Revenge Pro
Publisher Acclaim
Developer Acclaim Studios
Release TBA
 Another one of those RC car games (are these getting tedious yet?), RC Revenge Pro provides little more than Acclaim's PS one RC offering of the same name. Race little cars in big environments, collect power-ups and marvel at the cool-looking interactive scenery.



Ready 2 Rumble: Round 2
Publisher Midway
Developer Midway
Release November 2000
 Midway's surprise hit of last year returns with a sequel that's basically more of everything. More characters, more stuff to do, more outrageous moves. This could be the definitive arcade boxing game when it's released this holiday season.



Red
Publisher Konami
Developer Konami
Release TBA
 Set in an alternate universe where the Pacific War is still being fought in 1964, Red provides you with a vaguely WWII vibe accompanied by some seriously tricked-out hardware. Expect strategy and action elements. This is Japanese, so there are mechs. Obviously.



Red Faction
Publisher THQ
Developer Volition
Release Winter 2001
 A first-person shooter from the team that produced Descent and FreeSpace for the PC (from Interplay), this game apparently boasts an exceptionally impressive graphics engine. Gameplay will involve fighting on foot and in a variety of different vehicles.



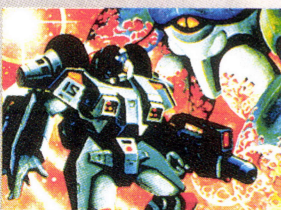
Resident Evil 4
Publisher Capcom
Developer Capcom
Release TBA
 We could pretend to know what RE4 is going to be about and print all kinds of stuff here, but we'd be lying. All we know is that it's on the way, and that Flagship [RE2, RE:CV] is doing the script. Rumor has it that you play an Umbrella agent this time. But that's just rumor.



Resident Evil: Code Veronica
Publisher Capcom
Developer Capcom
Release TBA
 Argued by many to be the "true" Resident Evil 3, even though technically it's just a side story. Spectacularly well-received on the Dreamcast, Capcom surprised everyone recently by saying that a PS2 conversion would be easy for them to do...then they went and did it.



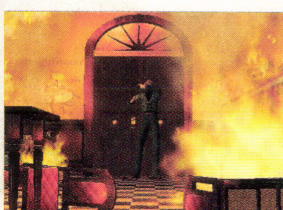
Ridge Racer V
Publisher Namco
Developer Namco
Release October 2000
 One of the defining PlayStation series continues on PS2 with version that's a solid adaptation of much of what we saw in Ridge 4. The graphics are fast and smooth, although not necessarily a perfect example of what the PS2 can do. It has that great RR gameplay, though.



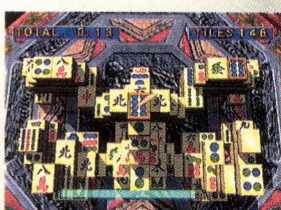
Robotech
Publisher Mattel
Developer TBA
Release TBA
 Something for the fanboys to wet their pants over, Mattel has picked up the U.S. rights to publish games based on the spectacularly popular Robotech series (currently running as part of Toonami on the Cartoon Network). No news whatsoever about the game yet.



Run Like Hell
Publisher Interplay
Developer Digital Mayhem
Release TBA
 Survival horror in space with the voice of Lance Henriksen (of Aliens and Millennium fame) and apparently the creative input of one John Carpenter. Yes, that one, the one who insists on doing his own music. Genuinely creepy game in places from what we've seen so far.



Shadow of Destiny
Publisher Konami
Developer KCET
Release TBA
 Described as an "environment RPG," little is known about SoD so far. What we have worked out, though, is that your character in the game is actually dead and spends the duration trying to work out who murdered him and why. Apparently there's some time travel, too.



Shanghai: The Four Elements
Publisher Sunsoft
Developer Sunsoft
Release TBA
 The inevitable Shanghai game for PS2 is quite delightful to look at, and offers some variations on the gameplay by adding elemental challenges to the proceedings. For example, clear the board before the flame of a candle has been exhausted.



Shogun: Total War
Publisher TBA
Developer Creative Assembly
Release TBA
 We're listing this as Shogun: Total War, although we're informed that the final game may actually be just based on the popular PC real-time strategy title. Very few details are available yet, but we expect some huge-scale battles and realistic, historical scenarios.



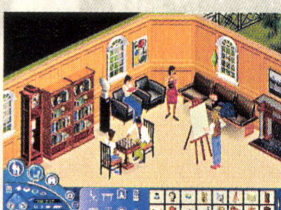
Silent Hill 2
Publisher Konami
Developer Konami
Release TBA
 All has gone quiet on the Silent Hill 2 front since Sony showed a glimpse of it at a big industry party in May 1999. All we know so far is that it's set in the town of Silent Hill again (duh) and will play in a very similar style to the original. Rumor has it that it's actually a prequel.



Silent Scope
Publisher Konami
Developer Konami
Release October 2000
 Certainly worthy of its M rating, Silent Scope has you working as a sniper taking out the bad guys. Imagine something like Time Crisis, only where you need to get in really close and make your kill with one shot. It's disturbingly addicting and playable.



Silpheed: The Lost Planet
Publisher Working Designs
Developer Game Arts
Release October 2000
 Kudos to Working Designs for picking up the U.S. rights to this kick-ass game so quickly. Fans of true old-school shooters will revel in the delights of Silpheed. There's plenty of pyrotechnics, droves of bad guys, and some seriously funky-looking scenery.



The Sims
Publisher EA Games
Developer Simis
Release TBA
 One of the finest "interactive experiences" ever made, The Sims has proven to be one of the most successful PC products ever. Direct your own virtual soap opera as you affect the lives of your made-up family. Manage their toilet habits, relationships and working lives.



Smuggler's Run
Publisher Rockstar
Developer Angel Studios
Release October 2000
 Imagine the gameplay of Sega's awesome Crazy Taxi, only with off-road vehicles and much more expansive terrain. Grab your "package," dash to your objective and avoid the cops en route. It's great fun and features some of the coolest terrain in a video game yet.

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Mild Animated Violence
Mild Language
Suggestive Themes



Spyro the Dragon 4

Publisher Havas Interactive
Developer Universal
Release 2001

Though the game isn't going to be designed by Insomniac, Spyro's creators, it's a pretty sure bet that it'll follow the basic formula of the last three games: Take a cute main character, put him in a gorgeous 3D cartoon world, and let the fun begin.



Street Fighter EX3

Publisher Capcom
Developer Capcom
Release October 2000

Though the version of Street Fighter EX3 available at the Japanese launch was often criticized for its slowdown issues, Capcom has sped things up for the American release. The new entry to the classic fighting game series brings tag team action and a Character Edit Mode.



Super Bust-A-Move

Publisher Acclaim
Developer Taito
Release November 2000

Get ready for more bubble-bursting fun from Acclaim. The simple, addictive puzzle series may not really exploit the power of the PlayStation2, but then, when have puzzle games ever really pushed the envelope graphically? You can check it out before Christmas.



Theme Park Roller Coaster

Publisher EA Games
Developer Bullfrog
Release November 2000

In the tradition of the long line of Sim games, Theme Park Roller Coaster puts you in charge of creating and managing your very own amusement park, complete with sideshows, concession stands and, of course, huge roller coasters that you can even take for a ride yourself.



SRC

Publisher TBA
Developer Criterion
Release TBA

Criterion's racing game (originally developed for the Sega Dreamcast) features plenty of arcade-style speedy action. Hop in your stylish car and zoom to the finish faster than anyone else. That's all we know about the title so far, but we'll definitely keep you informed.



Street Lethal

Publisher Activision
Developer Activision
Release Winter 2001

Seated within a stylish concept car, Street Lethal zooms you throughout 10 worldwide cities, like London and Paris. As you progress through the racing circuit, you'll unlock hidden cars and tracks. You can even enter a race using a car you've developed from scratch.



Surfing H30

Publisher Rockstar
Developer Opus
Release 2001

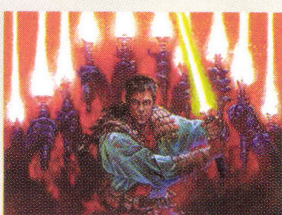
Known in Japan as Surfroid, the PS2's first surfing game comes equipped with a peripheral known as the X-Board, a small surfboard that sits atop both analog sticks and allows you to "finger surf." Rockstar promises over a dozen tricks, as well as two-player action.



Thunderbirds

Publisher TBA
Developer SCI
Release TBA

In case you've never heard of them, the Thunderbirds are a family of adventurers brought to life on the BBC through the use of puppetry—pretty big stuff in the UK. It will be interesting to see how the American market responds to a wooden actor that isn't Kevin Bacon.



Star Wars RPG

Publisher LucasArts
Developer BioWare
Release 2002

It may be a couple of years off yet, but eventually the creators of Baldur's Gate will take us to a galaxy far, far away via this online multiplayer game. Set in the Star Wars universe 4,000 years before Episode I, the action centers around the battles between the Jedi and the Sith.



Stunt Squad

Publisher TBA
Developer Criterion Studios
Release 2001

Think Tony Hawk's Pro Skater on a hoverboard played on city streets and you've got the basic idea behind Stunt Squad—and about all that we actually know regarding its gameplay. The game's developer is the same bunch who created Trickstyle for the Sega Dreamcast.



Swing Away Golf

Publisher EA Sports
Developer T&E Soft
Release October 2000

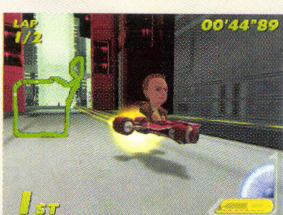
Bearing a strong resemblance to SCEA's Hot Shots series, Swing Away Golf brings a more cartoon-like feel to the sport, with the use of animated golfers instead of the likes of Tiger Woods (though Heavy D does make an appearance). Check out the review this issue.



Tiger Woods PGA Tour 2001

Publisher EA Sports
Developer EA Sports
Release November 2000

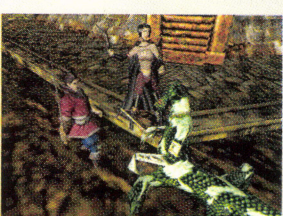
Play as Tiger Woods or other golfers on the PGA Tour across courses like Pebble Beach, SpyGlass Hill and Poppy Hills. Use the real-time analog swing option to approach with a fade or a draw, as your golf knowledge is tested to the max. Also includes commentary.



Star Wars: Super Bombad Racing

Publisher LucasArts
Developer Lucas Learning
Release January 2001

Diehard Star Wars fans might see this kart racer as yet another sell-out of their beloved space saga, but those who take the time to play it might actually find it a pleasant diversion. Expect cutlified versions of prequel-era racers like Anakin, Jar Jar, Darth Maul and Yoda.



Summoner

Publisher THQ
Developer Volition
Release October 2000

The first RPG for PS2 centers around a young man named Joseph, who has been gifted with the ability to summon a large assortment of demons to assist him in battles against the forces of evil. Prepare yourself for some serious exploration in the game's vast cities.



Syphon Filter 3

Publisher Sony CEA
Developer 989 Studios
Release TBA

We're still not entirely sure what the third adventure of Gabe Logan will entail, but we're hoping it won't stray too far from the SF formula. [Then again, we wouldn't mind if it strayed a little bit more than SF2 did.] No matter what, we'll see some gorgeous graphics.



Titanium Angels

Publisher TBA
Developer SCI
Release TBA

As a third-person action/adventure with an emphasis on puzzle solving, Titanium Angels seems to bear a strong resemblance to the Tomb Raider series. The game even includes a feisty heroine named Carmen Blake. Does Ms. Croft have anything to worry about?



Starsky and Hutch

Publisher Empire Interactive
Developer TBA
Release 2001

We don't know much about this video game representation of one of the 1970s' most popular television series other than the fact that Starsky, Hutch and Huggy Bear should appear in some form. But we're hoping for some Driver-style action in that '74 Gran Torino!



Sunrise Heroes R

Publisher TBA
Developer Sunrise Interactive
Release 2001

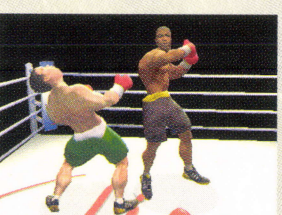
This strategy/RPG exhibits a significant anime influence, with gorgeous hand-drawn characters set against 3D backgrounds. The style is something of a cross between a fantasy setting and your typical Japanese giant fighting robots. Mech lovers, rejoice!



Tenchu 3

Publisher Activision
Developer TBA
Release TBA

Anyone who's played the past two Tenchus knows that the recently released second game of the series served as a prequel to the original stealth-heavy title. Not this time, Tenchu 3 is the true sequel to Tenchu, and you can also expect a much darker tone.



Title Defense

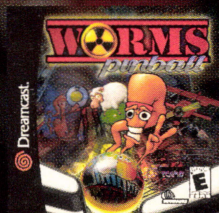
Publisher TBA
Developer Climax
Release TBA

Duke it out for glory in what Climax boasts as the grittiest, most realistic boxing experience in development for the PS2. We're looking forward to seeing its first-person perspective option, along with the blurry screen whenever your fighter nears defeat.

WORMS

pinball

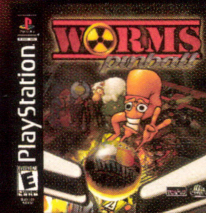
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Dreamcast



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Tomb Raider 6

Publisher Eidos
Developer Core Design
Release 2001

Lara's first PS2 outing promises to serve as a huge departure from the previous five. Apparently back from the dead, Ms. Croft returns with a grittier attitude and a new look, along with a few other playable adventurers as well. Don't be surprised if the final title loses the "Tomb Raider."



Unison

Publisher Tecmo
Developer Tecmo
Release TBA

Tecmo's dancing simulation offers plenty of groovy tunes, most notably the love-it-or-hate-it "YMCA" by the Village People. Beyond the thrill of hearing a song you now by law must hear at every sporting event, the controls will fully utilize both analog sticks.



Warriors of Might & Magic

Publisher 3DO
Developer 3DO
Release TBA

3DO is readying an unofficial sequel to their PS one adventure game Crusaders of Might & Magic. This one follows the saga of a hero named Alleron who must set straight a number of crimes committed in his name. A hand-to-hand combat system will drive the game.



The World Is Not Enough

Publisher EA Games
Developer EA Games
Release Spring 2001

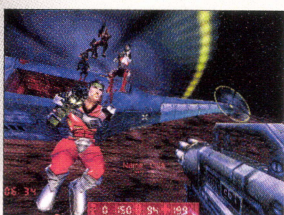
Twine will thrust players into the role of history's greatest fictional secret agent in this adventure based on the film. Though you won't hear the voices of Pierce Brosnan or Denise Richards, you will see a bunch of characters in the game you'll recognize from the movie.



Tony Hawk's Pro Skater 3

Publisher Activision
Developer Neversoft
Release TBA

As if the first PS one Tony Hawk games weren't good enough to be the only ones you ever play for the rest of your life, the PS2 version can only improve upon the tried-and-true formula (can you believe that's even possible?). Imagine being able to see an entire level at once...



Unreal Tournament

Publisher Infogrames
Developer Epic Games
Release October 2000

If you're skeptical about the port of this PC mega-hit to a console, take this to heart: Using the PS2's USB ports, you can plug in a keyboard and mouse to play, replicating the PC experience on your TV screen. The game also includes a split-screen multiplayer mode.



Wild Wild Racing

Publisher Imagineer
Developer Rage
Release TBA

Here's the first game we've seen that may challenge Smuggler's Run in the off-road arena. In addition to standard course-based competition, Wild Wild Racing includes an innovative Adventure Mode in which you'll need to track down your destinations yourself.



World Sports Cars

Publisher Empire
Developer Kuju
Release Winter 2001

Empire is billing this as the most realistic racing game ever created, partly because the car models are so complex that they can show damage anywhere on the body. You'll also be able to modify each and every bit of the body if you so desire. Create your own cars!



Top Gear: Dare Devil

Publisher Kemco [subject to change]
Developer Kemco
Release November 2000

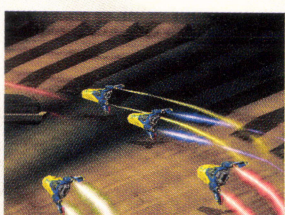
The first Top Gear game on a Sony system should resemble Driver-style action, as you cruise through the streets of San Francisco, London, New York and Tokyo evading enemies or chasing down other cars. Multiplayer modes allow for as many as eight players.



V.I.P.

Publisher Ubi Soft
Developer Kalisto
Release 2001

The popular syndicated series starring Pamela Anderson Lee bounces onto the PS2 next year, as the former Baywatch star's character, Vallery Irons, struts her stuff through 30 missions of 3D action/adventure-style action. Expect plenty of humor...and babes.



WipeOut Fusion

Publisher Sony CEA
Developer Psygnosis
Release Spring 2001

The original WipeOut set a graphical standard for the PS one, so we can't help but expect that Fusion will do the same for the PS2. The classic hovercraft racing will return, complete with all the weapons you'd expect in a WipeOut game, with gorgeous special effects.



X Squad

Publisher EA Games
Developer EA Games
Release October 2000

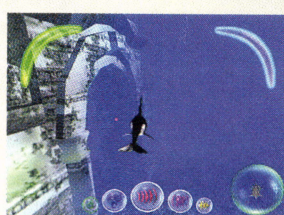
This squad-based action/adventure game puts you in command of a group of four heavily armed special agents as they work their way through enemy installations. While the controls are great, the challenge is a bit rough. See this month's Reviews for more info.



Top Gun

Publisher Titus
Developer Digital Integration
Release TBA

The PS2's first highway to the danger zone might do something unprecedented for a Top Gun game—follow the movie's plot! Of course, nothing's official yet, but we just love the prospect of winning over the Kelly McGillis of 1986 with our superfly F-14 Tomcat-piloting skills.



Virtual Ocean

Publisher TBA
Developer AndNow
Release 2001

Adopt the fins of a killer whale, a humpback or a dolphin, and use your "whale-song" ability to defeat predators like sharks and communicate with other friendly animals of the sea. You might even be called upon for the occasional rescue. Could this be the PS2's Eco?



WDL: Thunder Tanks

Publisher 3DO
Developer 3DO
Release Winter 2001

Following up on the multiplayer success of its BattleTnx series (at least on systems other than the PS one), 3DO will be releasing World Destruction League: Thunder Tanks. Expect faster action and a wider variety of vehicles to complement the enhanced graphics.



Zone of the Enders

Publisher Konami
Developer Konami
Release Spring 2001

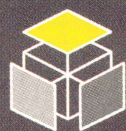
From the mind of Hideo Kojima, creator of Metal Gear, comes a game of mech action with a serious plot. Not only does the game include a heavy story, but the morality of your actions will dictate how your character is perceived within the world. Pretty intense stuff.

Also In Development

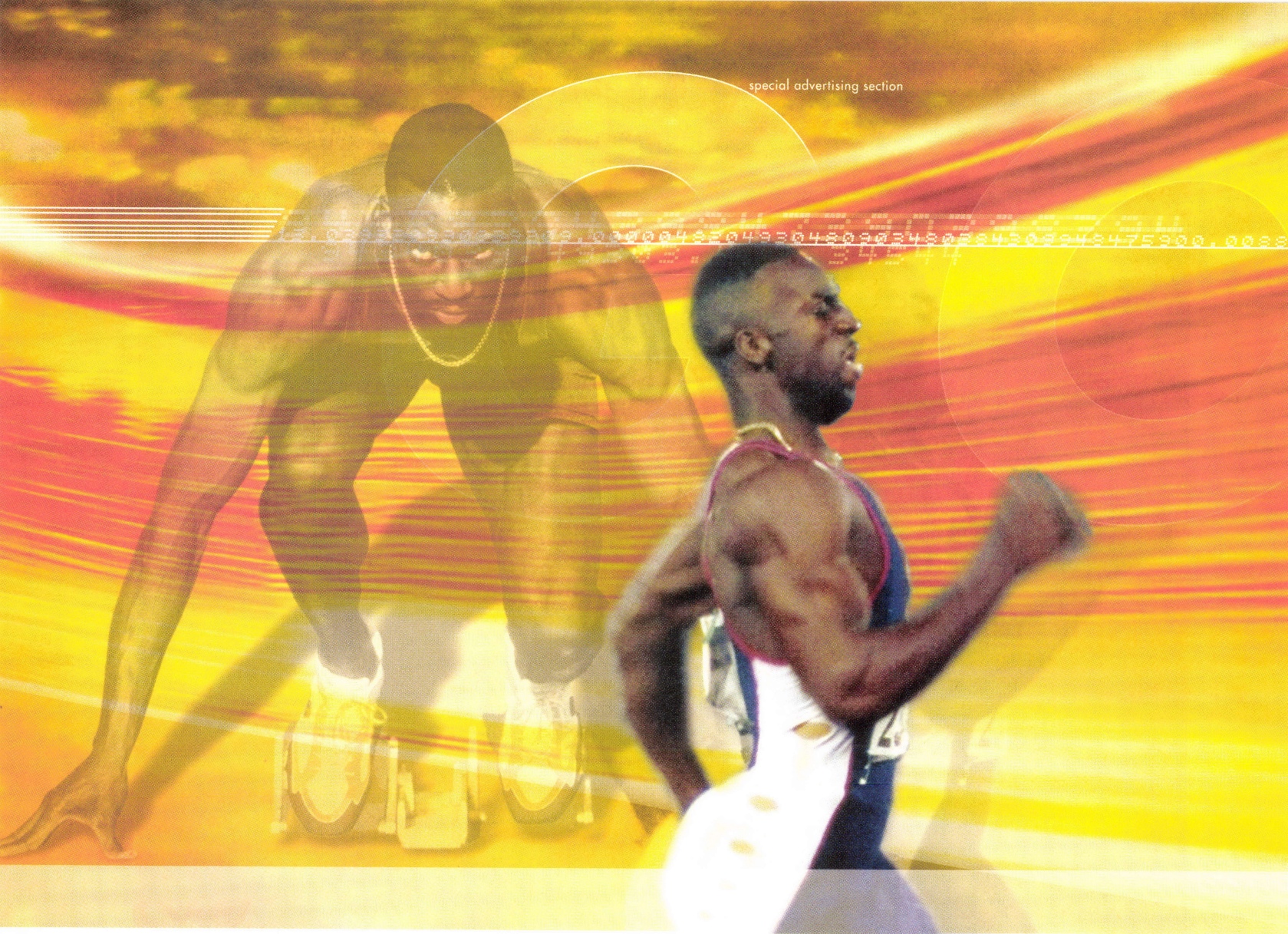
3D Real Drive
Aliens Vs. Predator 2
Aliens: Colonial Marines
Batman
Battle of the Ghat
Billiards
Bloody Roar 3
Bomberman 2001
Capcom Snowboarding
Championship Motocross 2001
Champs
Choro Q HG
Circus Maximus
Colin McRae Rally
Commandos 2
Digimon World 2
Disney's Dinosaur
The Jungle Book Rhythm N'Groove
Disney's Tarzan
Eternal Blade
Exotica
First Step: Victorious Boxers
Grand Theft Auto
Guilty Gear X
High Heat Baseball 2001
ICO
Insane
Jade Cocoon 2
Kelly Slater's Pro Surfer
Klonoa 2
Majesty
Mat Hoffman's Pro BMX 2
The Matrix
Medal of Honor 3
Micro Maniacs 2
ModernGroove
Monaco
Monster Rancher 3
MTV Music Generator 2001
Munukuru
NBA ShootOut 2001
NCAA Final Four 2001
NCAA GameBreaker 2001
NFL GameDay 2001
NHL FaceOff 2001
Ninja Gaiden
Offroad Outlaws
Outcast 2
Panzer Century G Breaker
Peacemakers
Rally Circuits
Rayman Tribes
Real Pool
Roadsters Trophy 2000
Robo Cop
Seven
Shadow Man 2
Shawn Palmer's Pro Boarder Cross
Sled Storm 2
Soldier of Fortune
Speed Devils 2
Spy Hunter
Star Ocean 3
Suikoden III
Symphony of Light
Tecmo Super Bowl
Thief 3
Tokyo Extreme Racer 2
Transformers: Beast Wars
UEFA Striker 2001
Ultimate Fighting Championship
V'Room
WCW Backstage Assault
WINBACK: Covert Operations
WDL: Wild Jets
World Rally Championship
WWF SmackDown! 3

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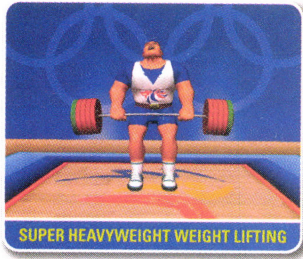
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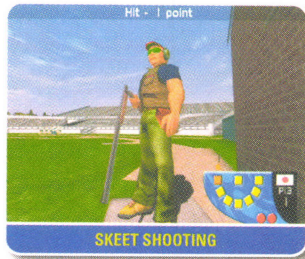


SYDNEY CONVENTION CENTER



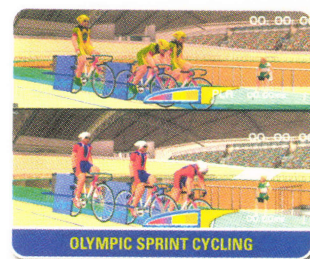
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SHOOTING CENTER, CECIL PARK



SKEET SHOOTING

VELODROME, BANKSTOWN



OLYMPIC SPRINT CYCLING

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PENRITH LAKES

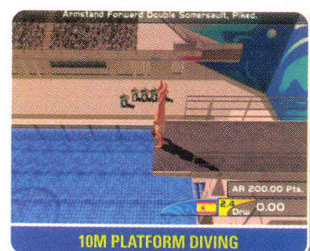


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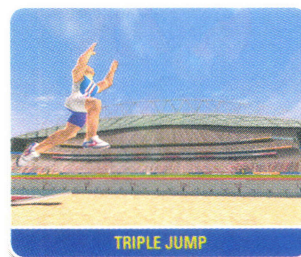
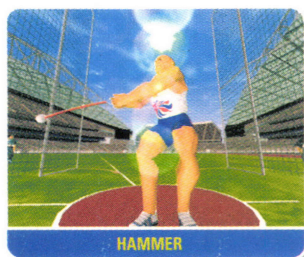
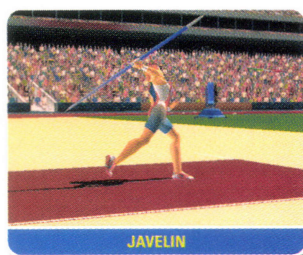
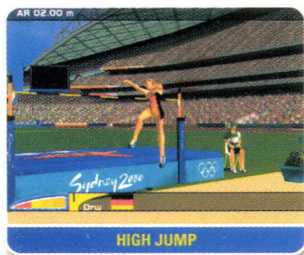
On September 15th, 2000 the best athletes from all over the world will gather in the idyllic sunshine climate of Sydney, the cultural capital of Australia, for the world's greatest competition: The Olympic Games. To celebrate the games Eidos Interactive is bringing Sydney 2000 - The Official Video Game of the Olympic Games to the PlayStation game console, Dreamcast and the PC.

Sydney 2000 features 32 countries in 12 events, TV style presentation, competitive multi-player modes, authentic Olympic environments and fluid real-time animations creating an ultra realistic event sports video game experience. Compete in the heat of international competition with advanced motion-captured animation and incredible details like facial expressions and variable breathing rates. Grab the gold in the most hyper realistic and challenging event sports game this year. Let the games begin, mate.

GAMEPLAY FEATURES:

• 12 challenging events • 32 countries • 4 gameplay modes: head-to-head, Olympic, coaching, and arcade • 2 gold medal commentators

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movies

The DVD movie business is one of the fastest-growing areas in entertainment at the moment, and is arguably the hottest consumer electronics product ever. It has grown in popularity worldwide quicker than CD players or even VCRs managed to infiltrate our lives. The question is no longer "if" DVD will become a new standard, but "when" you're going to get involved.

PlayStation2, as you already know, is a multi-function device. It can play PS2 and PS one games, and also acts as a fully featured DVD player. Many of you have no doubt been holding off on buying a DVD player because you're getting a PS2. And so, with you in mind, we've pieced together the following list of movies that really let you show off what the standard has to offer. Some of the movies may not be the greatest ever made, but the discs really show you how much better DVD is than VHS.

The digital nature of the format is just the beginning. Picture-perfect freeze-frame goes without saying, you can freeze individual frames of the movie and see them absolutely rock-solid (handy for catching that vital point in *Basic Instinct*, for example). This isn't all, though: DVDs

are divided into chapters so you can jump to individual scenes in a movie. The immense amount of data that the disc can hold also allows for all kinds of other goodies. Discs come with numerous extras like "Making Of" documentaries and multiple audio tracks so you can watch movies with commentary from the director or writer. Some movies even feature multiple camera angles. (As with many emerging formats destined for greatness, many of the features are being pioneered by the porn industry. There are discs out there that let you really get in close on the, um, "action," and jump between multiple camera angles to see who is doing what to whom.) This technology is slowly infiltrating mainstream entertainment, too, and many movies are being made with DVD features in mind. *X-Men*, for example, was filmed very much with the home version in mind. The theatrical release was only a fraction of what we'll see on the disc released in November.

All of these visual treats are also accompanied by some stupendous sound: Digital surround, DTS, Dolby Digital... Don't know what all these buzzwords mean? We'll explain them to you over the next few pages. So let's get to it.

Essential DVDs: The OPM Top 15

As if you don't have enough games to buy, here are the DVDs you need to start your collection

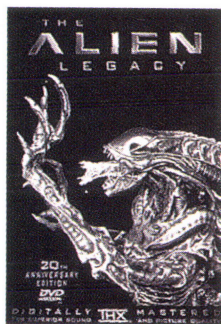
Because the folks at Sony are loving and giving people (They care! A lot!), they decided to give the Playstation2 the ability to play DVD discs—really, just because. This means two things. First, the next time you see a Sony engineer, give him a big fat kiss. They love that. Second—you need to get some cool DVDs to make all your non-PlayStation2-owning friends even more jealous than they already were.

What to get? Glad you asked. Below you'll find our list of "starter DVDs"—DVDs that show off the full range of a DVD player's capabilities. The DVDs below utilize most of the gee-whiz features that you can only get on DVD: commentary tracks, extra footage, documentaries and interviews and so on. And as an extra bonus, most of these films are also pretty good, or at least fun to watch. (These 15 selections are of films that are already available on DVD. Want to know what's coming out this month? Check out the New Releases feature.)

Ready? Then go out and buy the following DVDs right this very instant:

Alien Legacy

Working on the philosophy that you can never see too much of Sigourney Weaver being threatened by nasty acid-spewing extraterrestrials, this boxed set features all four movies: Ridley Scott's claustrophobic original, Cameron's blood-thumping sequel, David Fincher's underrated *Alien 3* and then *Alien Resurrection*, whose existence no one outside of the Fox studio has ever been able to rationalize. Added features include a commentary track by Scott, an interview with Cameron, deleted scenes and outtakes and a "making of" feature for *Alien 3*. Tons of chest-bursting fun.



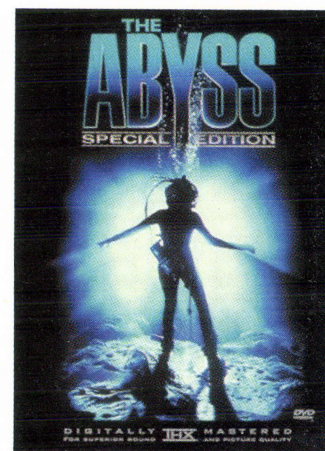
Braveheart

They killed his wife. They took his land. Now he's fighting back...and this time, it's personal! Doesn't really sound like the plot of a Best Picture Oscar winner, does it? It must have been the blue face paint that won 'em over. Mel Gibson's war epic is sort of mediocre in terms of plot, but the battle scenes really are some of the most effectively visceral in any movie, and that counts for something. Ol' Mel gives commentary on an audio track, and there's a documentary, whose stupidly overblown title ("A Filmmaker's Passion") can be forgiven, what with them Oscars and all.



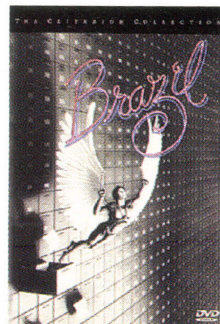
The Abyss: Special Edition

Probably the best example of a DVD making a movie better. Director James "I got it right with Titanic" Cameron adds in a half hour of scenes to make this previously cryptic underwater adventure actually make sense. Plus there's enough supplementary material to sink a Russian sub: An hour-long documentary on the making of the movie, multiple downloadable versions of the script, storyboards, concept art, and more than you ever wanted to know about making a film in a huge tank of water.



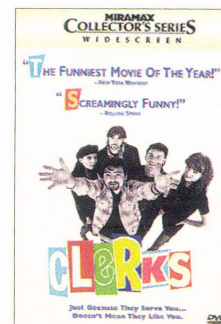
Brazil: Criterion Collection

An amazing three-DVD package. DVD 1 is the 1985 Terry Gilliam dystopian satire in all its freaky, whacked-out glory, with commentary by Gilliam. DVD 2 is a film dork's wet dream, with script play-by-play from Tom Stoppard, rare documentaries and a recounting of the battle Gilliam had with Universal Studios to release the film as it was intended. DVD 3 is the topper: The 94-minute alternate "happy" version that Universal wanted to release. Moral of this story: Studios are evil! Run!



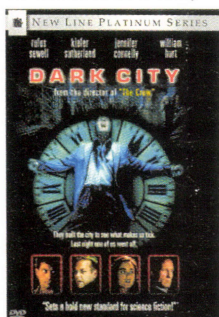
Clerks: Special Edition

The definitive "slacker" comedy. We think it's overrated, a wee bit, but who the hell listens to us? Besides, the DVD is worth the purchase just to listen to director Kevin "Director Most Likely to Be Playing PS2 When He Should Be Working" Smith and the rest of the *Clerks* crew comment on the film on the alternate audio track. Plus there are deleted scenes with commentary, a music video and an alternate ending. And it's letterboxed too. As if it really matters with this film.



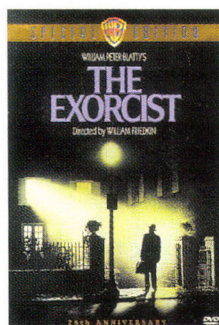
Dark City

This film kind of failed in the theaters (the presence of Keifer Sutherland apparently scared folks away), so here's a second chance to get a look at one of the most visually arresting films you'll probably see in a long time. Roger Ebert liked it so much he contributed a commentary track, so listen to hear what film geeks sound like when you trap 'em in a box and make 'em talk. Comic book geeks, your man Neil Gaiman offers up some thoughts, too. And look! A feature on similarities to Fritz Lang's *Metropolis*! Geek heaven, without a doubt.



The Exorcist 25th Anniversary Special Edition

Despite all the Blair Witches and other nonsense, this is still the scariest movie ever made, and anyone who says otherwise is clearly possessed by Satan. Director Bill Friedkin and writer William Peter Blatty tell their tales on commentary tracks, while the rest of the cast and crew have their say in a 74-minute documentary that includes outtakes from the movie. Trust us, when you see the "spider walk," which was eventually edited out of the final cut, you're gonna get creeped out all over again.



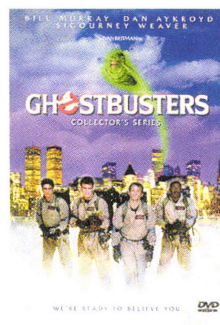
Fight Club

See, it starts with two guys having a fight in a bar parking lot and it ends with you not being able to charge stuff on your credit card. This is why we have to learn to love, man. David Fincher's darkly comic paean to anarchy by way of guys beating the hell out of each other has commentary tracks from just about everyone involved in the flick (including the score composers) and an entire extra DVD's worth of deleted scenes, art and design galleries, behind-the-scenes featurettes and so on. And of course, there's Brad Pitt's abs, lots of sweat and pummeling a-plenty.



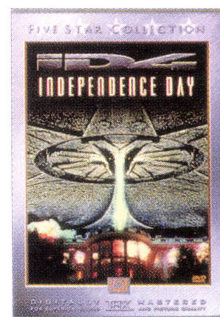
Ghostbusters Collector's Series

The *Ghostbusters* DVD features one of the funnier commentary tracks around, as it's presented *Mystery Science Theater 3000*-style. Both director Ivan Reitman and writer/star Harold Ramis are fairly amusing, and it's a ball to hear them dish about their co-workers (especially the digs at Bill Murray). The DVD also goes behind the scenes with storyboards and some pretty good outtake material. The movie's not so bad, either; Sigourney Weaver looks particularly foxy throughout. *Ghostbusters 2* is available on DVD as well.



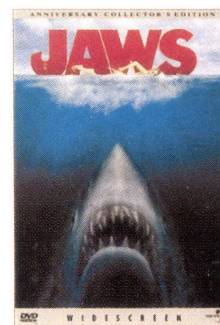
Independence Day: Special Edition

Loud, dumb and fun, which is really all anyone asked of this flick in the first place. The special edition of the film adds in nine minutes of deleted footage, mostly featuring *Star Trek: The Next Generation*'s Brent Spiner (you can watch the normal version as well), and the DVD package also comes with the original, previously unshown ending in which Randy Quaid turns into an alien suppository in his crop-dusting biplane rather than in an F-15 fighter. Take that, Red Baron!



Jaws 25th Anniversary Collector's Edition

The movie that kept generations of beachgoers from going for a swim after a minor papercut. The deleted scenes are a hoot, especially the one that shows the local fisherman hunting the shark after the reward is posted (guns and fish don't mix), and the documentary is more interesting than you'd expect, as it reveals, for example, how the guy in a shark cage at the end is actually a claustrophobic midget. Which is a terrible thing to say about Richard Dreyfuss.



The ABC's of DVD

Dolby 5.1 Surround Sound

Often also referred to as AC-3. Originally developed by Dolby Laboratories for theater sound and later adapted for home use. Dolby 5.1 uses six channels of sound (five and one, geddit?): left, center, right, left surround, right surround and a low-frequency bass channel.

DTS

DTS stands for Digital Theater System (usually referred to as Digital Surround). It's basically the same kinda thing as Dolby 5.1, but in order to maintain the clarity between the six channels it needs to have the sound data stored on the DVD as a much, much larger file. Relatively few movies have been released so far with DTS sound. PS2 can decode the signal, unlike many current DVD players.

DVD-ROM

Some movies you buy will say they have DVD-ROM features. This is usually PC software (often games and other multimedia stuff) that runs from the DVD drive on your computer. The PS2 can't run these files.

Letterbox

Also referred to as widescreen or widescreen-enhanced this is where the image is presented as it was originally filmed. The format uses black stripes at the top and bottom of the screen to compensate for the different ratio between width and height of the image. If you have a widescreen TV you can blow the image up to fill the frame and see the movie as it was meant to be seen.

Pan & Scan

This is the process for fitting widescreen film into a square TV frame. Basically the format chops off the left and right sides of the image, but then scans left or right to follow the action so you don't miss anything. Often movies will come with both a widescreen version and a pan & scan version on the same disc.



Pan & Scan

This is designed to fit the normal TV aspect ratio (which is basically 4:3, a format that's slightly wider than it is tall)



Letterbox

So called 'cause it's letterbox shaped (really? Duh) this is where the theater-style widescreen format is scaled to fit with the TV square.

DVD MIAS

Not every film worth watching has been put onto the DVD format. Here are a few we are waiting for. Impatiently.

The Star Wars Trilogy

Given that the new Special Edition footage was all done digitally, what's the hold up with the DVDs? Only George Lucas and his minions know, and they don't seem to be in a rush to put the original trilogy to disc. Lucas does plan to put *Phantom Menace* on disc sometime, however. Oh, goody. Rumor has it that we could see the Trilogy by Christmas. But who knows?

Indiana Jones Trilogy

Yeah, none of these are on DVD either. The world is an evil and inexplicable place sometimes.

Almost All (good) Disney Animation

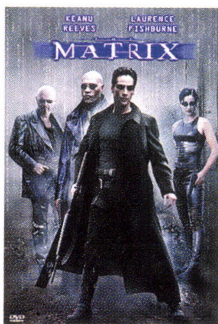
Disney rolls out their classic titles on DVD only slightly more quickly than Lucas and his pals roll out theirs, and what does come out is mostly premium-priced without a lot of features. Good news though: *Fantasia*—both classic and new—is coming in November, with lots of bells and whistles and all that good stuff.

Citizen Kane

If ever a film itched for the deluxe treatment only DVD could provide, this is it. What film has ever produced more commentary? More controversy? More film geeks in turtlenecks yearning to be Orson Welles, until he got fat and had to shill wine? None, we tell you.

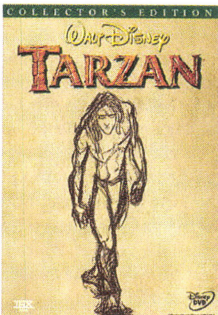
The Matrix

"I know Kung Fu!" Sure you do, Keanu. Now just lie back with that spike in your brain. The first real "DVD" movie, this is one that everyone uses to show off their system. And why not? It comes loaded with "making-of" documentaries, including one that focuses on the now-sadly-overused "bullet time" special effect, as well as the usual clutch of behind-the-scenes material, commentary tracks (featuring Carrie-Ann Moss, a.k.a. "Trinity") and production notes. So much fun, you'll forget Keanu is mankind's savior!



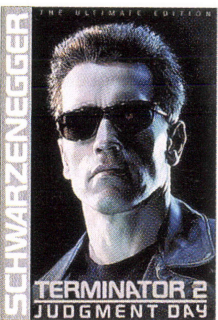
Tarzan Collector's Edition

Disney has been sort of stingy when it comes to their animated films on DVD, so this is the best of a meager bunch. Still, for animation buffs there's some good stuff here, including presentation reels, rough animation, voice casting and sound design and in-depth discussions on the "deep canvas" animation technique. There's also lots of stuff on Phil Collins, who wrote the songs. Oh, sorry, you can't actually see us roll our eyes there.



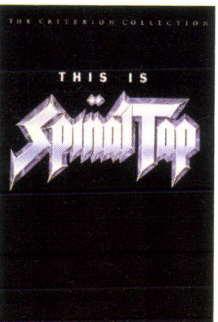
Terminator 2: Judgement Day: The Ultimate Edition

You like commentary on your DVD? You're gonna get commentary, pal: In addition to director James Cameron and star Arnold Schwarzenegger, this DVD features commentary from 26 other cast and crew members. This plus the special edition of the movie, which features 15 additional minutes, over 700 storyboards and 90 minutes of behind-the-scenes shots. Settle in, friend. You're going to be here for a while.



This is Spinal Tap

Yes, we know, you've already seen this movie a thousand times...some of them while not under the influence! Be that as it may, you probably haven't seen the entire hour's worth of deleted scenes (it's like a whole other movie!), or heard the commentary track from the members of the band (which is to say, the actors pretending to be the members of the band), or seen the music videos. Or to put it another way: Here's a bunch of stuff you haven't memorized yet! Get to it! It goes to 11! Hello, Cleveland!



Coming Soon to DVD

Once you've beefed up your collection with those 15 "showcase" titles, check out these five releases that'll be coming your way in the near future. Hey, they don't make credit cards for nothing, you know!

John Woo Collection: Hard Boiled and The Killer DVD Double Pack

These are the movies games producers have in mind when they create first-person shooters. Unbelievably violent and yet oddly poetic at the same time (director John Woo counts Hollywood musicals as his inspiration for his action scenes—along with Warner Brothers cartoons), these two films are the undisputed high points of Woo's Hong Kong film era (before people like Tom Cruise wanted to employ his considerable talents for more commercial fare). *Hard Boiled* alone expends more bullets in the first 10 minutes than the UN did in the whole of the Korean War. And for those of you who don't yet know, you'll finally understand why Chow-Yun Fat is the coolest action star in the universe.

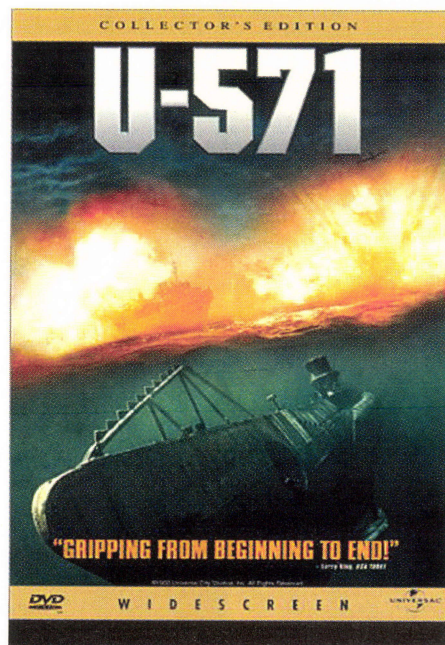
Jurassic Park/The Lost World Collection

All the dinosaurs you can eat—or perhaps the other way around. This set bundles the *Jurassic Park* movies together in one easy-to-swallow package: the first film, of course, in which we learn that it's not nice to clone 40-foot carnivorous monsters back into existence; and the sequel, which stunk pretty bad, but is still worth watching to see a T-Rex eat San Diego and then try to spit it all over Jeff Goldblum. The DVDs add deleted scenes, documentaries and story boards. You probably already own one or both of these on VHS, but then, that's why they add all the goodies to the DVD, now, isn't it?



Toy Story/Toy Story 2 Ultimate Toy Box

Toy Story was a remarkable advance in computer animation, but you forgot all about that because the film was so good (this is a good thing). Almost unbelievably, *Toy Story 2* was just as good as the original



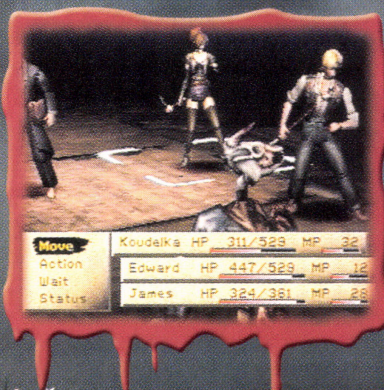
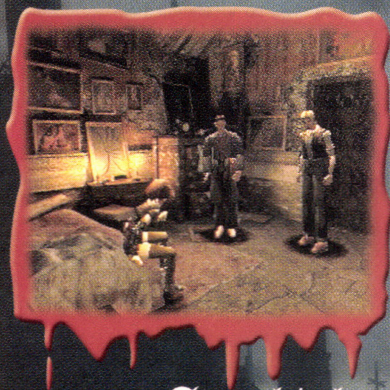
and some would argue that it was even better. The quality of the films and the staggering complexity of the animation justify actually shelling out for the three-DVD "Toy Box" collection, since it features some really groovy stuff. Early animation tests, discarded plot lines, original demo music, 3D tours of sets and characters, along with the usual audio commentary, trailers and "outtakes." More fun than a Barrel of Monkeys™.

The Nightmare Before Christmas Special Edition

Halloween characters take over Christmas, and it's about damn time! In a past life, *OPM* media man John Scalzi once got to tour the studios where *Nightmare* was being put together and heard composer Danny Elfman singing one of the movie's songs live while the scene played on screen behind him. For everyone else, this re-release will take up the slack, with documentaries, deleted scenes and audio commentary—as well as two animated featurettes from Tim Burton: *Vincent* and *Frankenweenie*, both of which you may have heard of if you're avid viewers of the Sci-Fi Channel's *Exposure* series on Wednesday nights. For real fun, watch *Nightmare* with the French language track on. It works all too well.

U-571: Collector's Edition

U-571 was a serviceable enough flick, but it was very bad history (it was about a U.S. Navy mission to recover the German Enigma code off a U-boat—only the U.S. didn't actually retrieve the Enigma code off a U-boat, or crack the code; the British did, and they actually did it in a house just down the road from where bossman Johnny England grew up. So there). The filmmakers try to atone for it a bit on the DVD, which has information about the Enigma code and what the Brits did to get it, plus other information about life as a WWII submariner. It's everything you ever wanted to know about underwater adventures but didn't want to get the bends to find out. Watch it to see Jon Bon Jovi get knocked off, if nothing else.



A gothic horror RPG set in the late 19th century.

An Epic tale of murder, mystery and mayhem.

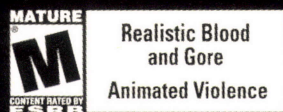
And Koudelka, a troubled yet strong woman, determined to unravel it all.



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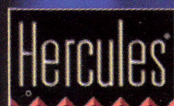
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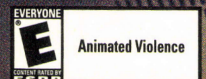
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Play until you drop!



Destruction Derby Raw. Coming soon to a skyscraper near you.

The highly anticipated sequel is here at last. With even more of those metal-shredding flips, spins and roof-crushing rolls we've all grown to love. One to four players can race, crush, and completely annihilate 18 different cars, on 31 tracks. With frame-bending jumps, tunnels, crossovers, and all kinds of glass-splintered routes, including one that ends kind of abruptly on the sidewalk—about 90 stories below.



GAMES REVIEWED

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THE FINAL SCORE



We rate games on a five-point scale. So, .5 is terrible, 2.5 is average and 5 is superb. Get it?

Show me the games!

Polygon counts. Anti-aliasing. Texture RAM. These are all words that are currently being thrown around by gamers when talking about why certain other next-generation consoles promise to be better than the PS2. Online message board posts, playground chatter, heck, even *EGM/OPM/XG* office banter, are often filled with comments about how the PS2 has limited amounts of V-Ram, or how there are jagged edges found on some PS2 games because of anti-aliasing issues. There are tons of gamers out there who use these technical words over and over to demonstrate why the PS2 won't be as successful as the Nintendo GameCube or the Microsoft Xbox. Well, you know what I have to say to these people? Shut up. No, seriously.

And here's why.

These sorts of buzzwords and specs have been flying around ever since the first game consoles were released about 20 years ago, and as we've seen time and time again, they aren't what make or break systems, it's the games themselves. Well, the games, and a fair amount of marketing and hype. I don't think the 30 or so million people that bought the original Nintendo Entertainment System seemed to mind that they were playing games on the technically inferior console (next to Sega's Master System). Or that in the 16-bit era, people playing games on Sega's Genesis (which was leading in sales for a few good years), cared that they were playing on a console that only had 64 colors (versus the Super Nintendo's 256), or that their console didn't support Mode-7 technology. No, because they knew they were playing the best games out there. But for a while, these were true examples used by Nintendo devotees to put down the Genesis. Heck, many of you might remember how when the N64 was first revealed, it was to destroy the PS with its mip-mapping, anti-aliasing, and other graphical features that the Sony system didn't employ. But as it turns out, for the most part, if your N64 game didn't have the words "Mario" or "Zelda" and the adage "64" in its title, these features did nothing but make everything nice and blurry.

My point is, that these sort of specs and buzzwords will always be used in system comparisons, and that you should pay little attention to them. You can give me an Xbox that can anti-alias my entire living room and even cook me breakfast, but that

still doesn't mean it'll give me better games. If you're going to compare consoles, compare the games themselves.

And looking at the first batch of U.S. PS2 launch games, I can say that the system is going to be killer. Take *SSX*, for example. This title offers a gaming experience unlike any other you've ever come across—the environments made possible by the PS2 are amazing. Never before have you been able to race off course, venture through an entire forest, through a trench, down a long tunnel, off a cliff, only to land back on the track and still have only completed 20 percent of the race. It's like the first time you played *WipeOut*. It's something totally new, and it's damn cool.

But it's especially cool because this is just the beginning, just the launch of the PS2. Over the next few years, no other system will offer as many big blockbuster titles. Titles like *Metal Gear Solid 2*, *Resident Evil 4*, *Final Fantasy X*. And you'll notice elsewhere in this issue that we've listed these games as well as over 200 others that you'll want to be keeping an eye out for in the near future. Keep in mind we know of all of these games and the damn console hasn't even launched yet.

That's just scary. If we're hearing about amazing stuff like this now, just imagine what will be revealed next year—like what the folks at Naughty Dog (former makers of the *Crash Bandicoot* games) have in store. All that is yet to come, folks.

Now I'm not saying that none of these other consoles might be worth checking out at some point (heck, I'll probably pick up a GameCube—a new Mario game, what can I say?), but only because they might offer some good games. Not because one platform might offer a few more polygons on level three of *Tomb Raider 10*. One thing's for sure: Anything else I get will be *in addition* to my PS2. Because I know that PS2 is where most of the killer games will be, and I sure as hell don't want to miss out on that.

So the next time any of your anti-PS2 friends start going on about anti-aliasing, Texture RAM, or any of that other junk, kindly remind them that by next fall you'll be playing games like *Metal Gear Solid 2*. And they won't. It's as simple as that.

Sam Kennedy
News Editor



MEET THE CRITICS



JOHN DAVISON

Utterly consumed by *SSX*, John was tempted to forsake all other forms of entertainment while trying to achieve gold medals in every event. His utter destruction of the "G-Man" in multiplayer helped team morale to no end.

FAVORITE GENRES: Racing, Action, Adventure

CURRENT FAVORITES: *SSX*, *SSX*, *SSX*, *SSX*, *Ridge Racer V*
CAN'T WAIT FOR: *Gran Turismo 2000*, *Dropship*, *WipeOut Fusion*

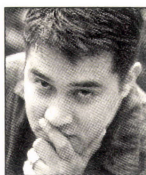


JOE RYBICKI

Overseeing the Reviews section gave Joe the power to dole out PS2 games like papal dispensations. You can tell who's been naughty or nice just by looking at the games they reviewed. Look who got *Eternal Ring*! Wait...

FAVORITE GENRES: Adventure, RPG, Puzzle, Emo

CURRENT FAVORITES: *SSX*, *Incredible Crisis*, *Burning Airlines*
CAN'T WAIT FOR: *Starfighter*, *GT 2000*, Gary to shut the hell up



GARY STEINMAN

After transforming himself into the trash talking "G-Man," Gary achieved some stunning, demoralizing victories in *SSX*. But John rallied back, giving the ol' grump the beating of his life. He also whupped him at *SSX*...

FAVORITE GENRES: RPG, Action, Adventure

CURRENT FAVORITES: *SSX*, *TimeSplitters*, *Trash Talkin'*
CAN'T WAIT FOR: *Final Fantasy IX*, *Dragon Warrior VII*, *Lunar 2*

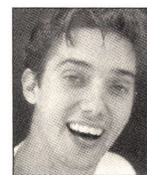


CHRIS BAKER

After a horrendous scooter-jousting injury, Chris followed the example of *Dynasty Warriors 2*'s Xiahou Dun, who once removed an ailing eyeball from its socket during a battle and ate it. He had no idea the cornea was such a tasty treat!

FAVORITE GENRES: Action, RPG, Adventure, Strategy, Sports

CURRENT FAVORITES: *Dino Crisis 2*, *Dynasty Warriors 2*, *Hogs of War*
CAN'T WAIT FOR: *TimeSplitters*, *Championship Motocross 2001*



TODD ZUNIGA

After breaking up with his Parisian love, Todd endured the briefest mourning cycle ever. Why? Because *Madden* and *THPS2* showed up! As for the PS2, he predicts it will never make grilled cheese the way his Mom does.

FAVORITE GENRES: Extreme Sports, Sports, Literary Fiction

CURRENT FAVORITES: *THPS2*, *Madden 2001*, *Pedro Martinez*
CAN'T WAIT FOR: *FIFA*, *Alone in the Dark*, *SmackDown! 2*



SAM KENNEDY

This month Sam has been playing lots of *Silpheed*. It rocks! Speaking of rocking, Sam's also been blasting old Def Leppard tunes in the office. Oh, by the way, the guy to the left of Sam is...well, that picture should say it all.

FAVORITE GENRES: Shooter, Action, RPG

CURRENT FAVORITES: *Silpheed*, *TimeSplitters*, *FFIX*
CAN'T WAIT FOR: *GT 2000*, *Mega Man X5*, *The Bouncer*



Dynasty Warriors 2

Publisher Koei

Developer OmegaForce

Web Site www.koegames.com

Final Fight has finally evolved. Serving the Darwinian role, Dynasty Warriors 2 moves the classic side-scrolling beat-'em-ups "pummel the bad guys and move along" premise to the battlefields of ancient China, and in the process provides more than a mere 3D upgrade to the brawling formula. Much more.

Within moments of your first battle, you'll realize that **DW2 is unlike anything you've ever played before**. Quite simply, you're one guy on a battlefield of literally thousands of soldiers. Odds are you won't be thinking about the vastness of the situation, though, when you're trying to save your own butt from as many as 30 onscreen opponents. In fact, you probably won't fully appreciate its

scope until you've closed in on victory—an hour later.

With such long battles and a repertoire of only four moves, the *Braveheart*-esque action might seem quite repetitive and mindless at first glance. And it is—but only for the first battle. As early as your second grand skirmish, you'll start to appreciate the role that strategy plays in your performance. It's crucial to remain cognizant of all happenings on the map. Do you help defend your leader or continue your push in overthrowing the opposition? Rack up kills to boost your rank or go straight to the ailing commander to end the battle quickly? Attack with combos (leaving yourself vulnerable at times) or take a more conservative, less destructive approach? Such simple choices prove key in determining victory or defeat. In this game, **one person truly can make a difference**.

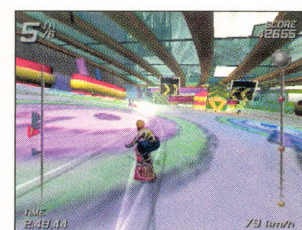
And, with nine real-life figures (more than 20 once you've done some unlocking) from each of the legendary Three Kingdoms, you've got so much more than one person to choose from. Better yet, each kingdom has its own unique progression of five battles, with each of the warriors holding a separate starting position. In other words, each character's battle is different than the others', so your strategy must reflect that.

Overall, Dynasty Warrior 2's inspired combination of action and strategy makes it the PS2's most unique launch title. Don't be surprised if it represents the dawn of a new genre in 3D combat.

Final Score ●●●●●

Chris Baker

Players: 1
Memory Card: 128 KB



SSX

Redefining "extreme" games

Publisher EA Sports BIG

Developer EA Canada

Web Site www.easports.com

It's not often that a game really surprises you. There are always those that offer a new twist on an old idea, but it's rare that something just jumps up and smacks you in the mouth with its overall quality. *SSX* is such a game. It may be "another snowboarding game" but this is **the mother of all snowboarding games**, the Mount Everest, the Great White hope, the, the...um... You get the idea. While previous efforts in the field on other systems have invari-

ably been nothing more than "extreme" nonsense overflowing with Dudespeak, crappy tunes and vapid gameplay, *SSX* is far above all that stuff. Sure, it packs plenty of semi-nauseating adrenaline-junkie attitude, but this time it's balanced with great gameplay.

Pick one of eight characters of different nationalities (they all speak their own language too...but that's just a tiny detail that you notice after playing the thing for hours, and a testament to the amount of sound data the PS2 can pack in) and throw yourself into the competition. Enter

the first race and place in the top three in three rounds to open up further tracks. Work your way through six tracks and you open up various other goodies along the way. Each time you win a medal you get experience points that allow you to build on your boarder's abilities. Higher stats mean speed, better recovery, more-confident cornering and tricks with more style.

The tricks are an extremely important element of the gameplay. You need to pull them off effectively to earn "adrenaline boost" to push you ahead with a quick turbo zap of speed. You also need them to propel your boarder further into the air to find secret areas and collect bonus items. Tricks also play a big part in the overall structure of the game. Each of the eight characters has a trick book of 50 different tricks which must be activated to open up bonus elements of the game, plus there's a whole section of the "bigger picture" that requires you to master the array of "tossed salad big air double 360 with a flying squirrel" or whatever. (Like I said, Dudespeak rears its head.) As in Tony Hawk's Pro Skater, a big part of opening up new areas of the game involves earning certain points in a specific mode. This "showoff" series of competitions requires you to race all the tracks you opened up





in the straight races and perform ludicrous numbers of tricks to win medals. The first time you try you will honestly believe that the designers of the game must be on crack or something, because they seem like impossibly lofty goals. With diligence, though, you'll get there.

And that ably illustrates one of the game's very strongest qualities: it pushes you. All the time. **It pushes you to try things, and rewards you every time.** You never feel like you're trying to do something "just because." Win an event, get a new board. Pull off some amazing tracks and open up new levels. There's constant gratification. Who knows what happens when you open up everything with every character? I would imagine it's something special, but it's going to take you a long time.

Throw in the fiercely competitive two-player mode (Gary nearly got his face rearranged from excessive smack-talking while playing this; he insists on referring to himself in the



third person as "the G-Man" while playing SSX) and you have one of the finest games ever made.

It's all carried off with amazing flair too. The graphics are superb, as you'd expect from PS2. They're fast-paced, smooth and gloriously presented. The sound is amazing too. Kudos to the choice of using Mixmaster Mike to help program the "live remixing" of the music that reacts to how you're doing in the race. It makes for a compelling, ever-changing soundscape that accompanies some awesome surround sound effects. You owe it to yourself to hook your PS2 up to a home theater for this.

In short, SSX is as important to PS2 as WipeOut was to PS one. Sorry to sound so gushing, but this really is **one of those games that shakes up everything.** It's difficult to find fault with it. It's stylish and immensely playable and most importantly, just about everyone who tries it gets sucked in and has a great time. It doesn't get better than that.

Final Score ●●●●●

John Davison

Players: 1-2
Memory Card: 132 KB



UNTRACKED



This is what you're striving for: Once you've done everything you possibly can with one character (except open up everything in the trick book) you open up the Untracked course. Jump out of a helicopter and then make your way down an open mountain doing pretty much whatever you want. It's cool...and certainly a great reward for all that hard work winning golds in every event in the game.



Eternal Ring



Eternal Ring

Eternal Ring

Publisher Agetec

Developer From Software

Web Site www.agetec.com

I'll make it easy for some of you: If you liked either of the King's Field games or (shudder) Shadow Tower, go out and buy Eternal Ring. Don't even bother reading the rest of the review, because you've already accepted the flaws I'm about to talk about. You've already made your peace with the first-person RPG.

Eternal Ring is faster, deeper and better-looking than King's Field, and that's all you need to know.

Now, for the rest of us... Get the feeling that the first-person RPG is something of an acquired taste? You've got a **slow-moving story; an ultra-simplified combat and magic system; and blocky, sterile, underpopulated environments.** But all that's mostly par for the course when you cross an RPG with a first-person shooter. What takes Eternal Ring down a few notches even within the genre are things like poor translation, respawning enemies, bad clipping that allows baddies to fire projectiles at you *through* solid walls, mediocre character models (though many monster models are quite nice), no puzzles to speak of, and a general air of blandness to the whole project. It is nice to have an RPG with real voice for dialogue, and the ring-building element of experimentation adds a surprising amount of depth (you'll feel like a mad scientist trying to come up with new combinations), but the whole thing feels, not awful, just...empty.

Final Score ●●

Joe Rybicki

Players: 1
Memory Card: 96 KB



NHL 2001

NHL 2001

Publisher EA Sports

Developer EA Sports

Web Site www.easports.com

Keep in mind that a hockey game is never the best way to show off the power of a new system. To play the game comfortably you've got to be drawn away from the ice, pulled back from the action. But even so, NHL 2001 manages to blaze impressive visual trails.

From the moment you hit the Start button, you're part of the game. The shot opens television-like in the dressing room and you're brought to the ice seeing a swell of **crafted, accurate faces and player models that are really convincing.** Once the puck drops, it's no different. Between whistles players shove and complain, slash and hack for that intimidating edge. In the faceoff circle full-grown men needle for position like spoiled children, jawing at one another and even kicking. After a goal you can watch the players faces light with excitement, their mouths tailored into a howling "O." In a big situation, after netting a third-period equalizer, players will sometimes hop up and pound the glass to honor the screaming fans. Very cool.

But, as any hockey gamer knows, the graphics are only part of the equation. NHL 2001's gameplay is

solid, but there are a couple things going on that hold it back. First off, there's a frame-rate drop when skating past the player benches. Sure, the guys on the bench are all accurately represented, but I don't need the game to slow down just so my back-up goalie's face can be visible. The slowdown doesn't only happen near the benches, either. **Every once in awhile the game will sputter.** A fixable minus.

As for the skating physics, guys seem a little jerky. But this isn't a big deal, especially since they're doing so many different things. The **load of special moves** is a perfect example: The big hit is back, and the spin moves aren't just throw-ins. They can get you past a defender and to the net in a big hurry.

Probably the greatest feature outside the eerily realistic graphics is the ability to customize the game to your favorite style of play. As with most EA Sports games, NHL comes with a ton of customizable options. If you don't like something, change it. Pretty simple.

Overall, this game has reset the visual bar for hockey. A great effort.

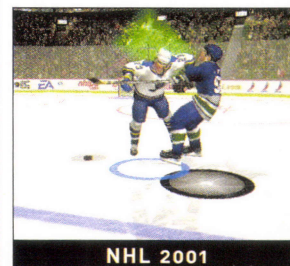
Final Score ●●●●●

Todd Zuniga

Players: 1-8
Memory Card: 2000 KB



NHL 2001



NHL 2001



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Tomb Raider III Strategy

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Feature
Legend of Legaia Strategy

Demo Disc includes: playables: Ehrgeiz, Gex 3: Deep Cover Gecko, Legend of Legaia, Contender



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Resident Evil 3 Nemesis
Gex 3: Deep Cover Gecko Strategy

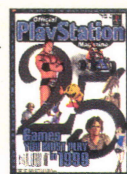
Demo Disc includes: playables: Oddworld: Abe's Exoddus, NFL Blitz, Bust-a-Move 4, R4: Ridge Racer Type 4, Elmo's Letter Adventure



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Street Fighter Alpha 3 Strategy

Demo Disc includes: playables: Ape Escape, MLB 2000, The Next Tetris, Tony Hawk's Pro Skater, Interplay Sports Baseball 2000, Croc 2, Soul of the Samurai, Bloody Roar 2



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Ape Escape Strategy

Demo Disc includes: playables: Final Fantasy VIII, 3 Xtreme, Tiny Tank, Jade Cocoon, Macross VF-X 2, You Don't Know Jack, Centipede, Ultimate 8-Ball



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EA sports vs. 989 studios
Jade Cocoon Strategy

Demo Disc includes: playables: UmJammer Lammy, Sled Storm, Chocobo Racing, Pong, Monaco Gran Prix Racing



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Demo Disc includes: playables: Metal Gear Solid: VR Missions, WipeOut 3, Omega Boost, NFL Xtreme 2, Jet Moto 3, Championship Motocross, Toy Story 2, Bugs Bunny, Pac-Man World



☐ Issue 26-\$10
November 1999

Tomb Raider 4
Crash Team Racing Strategy

Demo Disc includes: playables: Grandia, Legacy of Kain: Soul Reaver, Killer Loop, 40 Winks, NFL Blitz, Crash Bandicoot: WARPED, Cool Boarders 3



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December 1999

PlayStation 2, Dino Crisis Strategy

Demo Disc includes: playables: Gran Turismo 2, Thrasher: Skate and Destroy, Test Drive Off-Road 3, Madden NFL 2000, NFL GameDay 2000, NCAA Game Breaker 2000, Cool Boarders 4, Demolition Racer



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End of the World Buyers Guide
Resident Evil 3 Strategy

Demo Disc includes: playables: Dino Crisis, NHL FaceOff 2000, NBA Basketball 2000, Tarzan, Army Men: Air Attack, WCW Mayhem



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Wrestling Roundup
Medal of Honor Strategy

Demo Disc includes: playables: Tomba! 2: The Evil Swine Return, Tomb Raider The Last Revelation, SuperCross Circuit, MTV Sports Snowboarding, Ballistic, International Track & Field 2000



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Wrestling Roundup
Medal of Honor Strategy

Demo Disc includes: playables: Syphon Filter 2, Crash Team Racing, NCAA Final Four 2000, Spyro 2, Silent Bomber, Twisted Metal 4, MTV Music Generator, Ace Combat 3: Electrosphere



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Star Trek Invasion
Saga Frontier 2 Strategy

Demo Disc includes: playables: Colony Wars: Red Sun, Spider-Man, Eagle One: Harrier Attack, Hot Shots Golf 2, Rollcage Stage II, Gekido



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May 2000

PS2 Japanese Launch
Syphon Filter 2 Strategy

Demo Disc includes: playables: MediEvil II, NCAA March Madness 2000, NASCAR Rumble, Speed Punks, Rugrats Studio Tour



☐ Issue 33-\$10
June 2000

X-Men
Fear Effect Strategy

Demo Disc includes: playables: X-Men Mutant Academy, Threads of Fate, WWF SmackDown!, Gauntlet Legends, Grind Session, Deception III: Dark Delusion



☐ Issue 34-\$10
July 2000

Tony Hawk's Pro Skater

Demo Disc includes: playables: Tony Hawk's Pro Skater 2, Legend of Dragoon, MLB 2001, Mr. Driller, Star Trek Invasion



☐ Issue 35-\$10
August 2000

Who Wants to Be A Millionaire

Demo Disc includes: playables: Star Wars Episode 1: Jedi Power Battles, Tenchu 2, WDW: Magical Racing Tour, Destruction Derby Raw, Play with the Teletubbies



☐ Issue 36-\$10
September 2000

Soul Reaver 2

Demo Disc includes: playables: Grind Session, Rayman 2: The Great Escape, Ms. Pac-Man Maze Madness, Dave Mirra Freestyle BMX, Tyco R/C Racing

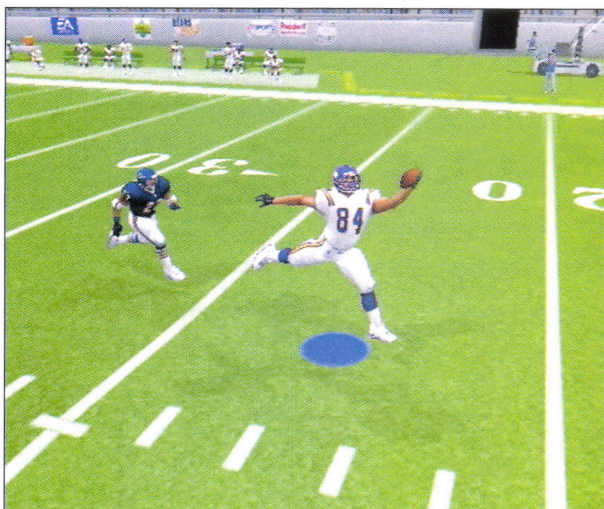


☐ Issue 37-\$10
October 2000

Star Wars

Demo Disc includes: playables: Bust-A-Groove 2, RC Revenge, Team Buddies, Sydney 2000, Muppet Monster Adventure, Sno-Cross Championship Racing





Madden NFL 2001

Football that looks so good the NFL might get jealous

Publisher EA Sports

Developer Tiburon

Web Site www.easports.com

In the past the console version of America's real pastime (sorry, baseball) has made leaps and bounds, authenticating the gridiron experience. But the graphical limitations of previous systems have meant that the perfect game has been the equivalent of 50 passing touchdowns in a season or 2,106 yards rushing: simply out of reach. Now, **with the PS2 run-blocking for Madden 2001, anything is possible.**

For instance, when I decide to charge off-tackle with Terrell Davis I clearly see holes opening and closing, a cast of choleric characters clashing, over one ton of agitated muscle working to open the tiniest fissure for me to burst through. Once I'm past the line I see d-backs shedding blocks, legs pumping, so I

evade, go left with a blurring juke, tornado into a helmet-slapping spin move and finish with a mountain-moving stiff-arm.

The coolest part is that I see all of it: the blocks, the individual movements, the crumpling tackle that I'm dealt with spleen-rupturing force. But the fact that it looks television-like from five feet away isn't the only thing that makes PS2 Madden such a special game. It's also **a wicked load of fun.**

One reason this game is superb is the full-scale interaction players have with one another. When Shawn Springs bats down a pass he's right in the receiver's face talking smack, wagging his finger. If Jevon Kearse runs over a quarterback, he'll pump his fists at the riled-up crowd. You actually feel like you're part of the game and this is achieved, in part, when you're taken directly to the



huddle. While choosing a play you'll see players adjusting helmets, chewing gum, fixing shoulder pads.

As far as the physics go, everything is really tight. There's not a time when a 300-pound lineman with a full head of steam switches direction like a 170lb. scatback. And there are so many different places on the body that you can be hit (sort of like in real life), the tackling animations really shine.

A great plus is that nothing's easy. You're really out there battling for every yard. Breaking tackles is football poetry, and scampering for over a hundred yards on the ground against a good "d" takes as much perseverance as constructing a 1/24 scale model of the Great Wall of China. Deep playbooks, great weather effects (raindrops splash!) and a Franchise Mode to die for round out a superb package. Plus a really cool

Madden Card system (see sidebar) inspires lots of replayability.

Don't think this means the game is without flaws, though. One huge problem is that **your defensive line never seems to penetrate with any effectiveness**, while the CPU defense will have your QB under fire from the first snap. And when you do get to the QB, he's got the wherewithal to unleash the ball every time. The announcing needs a facelift, too. I doubt Madden and Summerall really want to sit down with a script that adequately reflects the power of the PS2. They're as repetitive as they are in real life. The defensive backs have a penchant for unrealistically frequent interceptions, yet somehow the CPU rarely throws a pick. Still, none of these take away from the fact that the game is so good you'll want to play through a full season in one sitting.

I've never played a football game like this, and I've always wanted to. If you're a football fan, putting down the bucks for this one is a no-brainer. **If you're not a football fan: Play this game and you will be.**

Final Score ●●●●●

Todd Zuniga

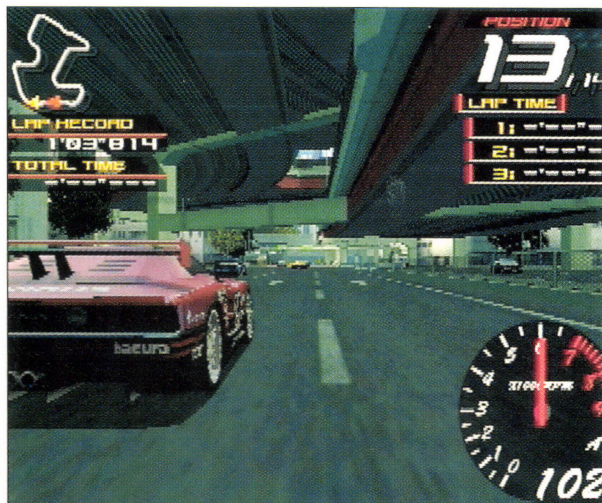
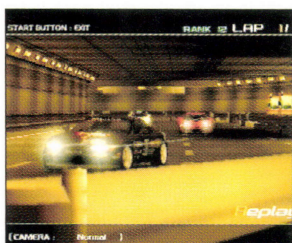
Players: 1-8
Memory Card: 2000 KB

A FULL DECK



The Madden Cards pop this game into another hemisphere. The goal is to achieve a whopping list of Madden Challenges, some inevitable in a regular game (make three tackles with one player) and some nearly impossible (scurry for 300 punt return yards in a game). The cards will supply you with one-time cheats, like unlimited timeouts or a 25% power boost.





Ridge Racer V

Still going strong after all these years

Publisher Namco
Developer Namco
Web Site www.namco.com

The Ridge Racer series is arguably the *de facto* racing game for PlayStation. It's been around since Day One nearly six years ago and continues to help define the genre. Ridge V has stayed at the top of the PS2 charts in Japan since it was released on March 4, and it's easy to see why. Although basically just a very pretty version of Ridge IV, with prolonged exposure it **really does help to showcase some of the things that the PS2 can do.**

For a start, it's fast. Really, really frickin' fast, and although it doesn't perform many fancy graphical tricks, once you've spent some time with it you really notice what's in there. The cars are deliciously modeled, so much so that you can even see their brake discs glowing when they pull

heavily on the anchors going round a corner. **The tracks are absolutely rock-solid, too; there's no pop-up or weird fill-in effects** in evidence, so you get a much greater sensation of being within an environment. You'll recognize pretty much all of the tracks, but that's not necessarily a bad thing. The cars are new, though; none of them licensed, but many striking remarkable similarities to Porsches and Ferraris. Race 1,500 miles and you get to race as Pac-Man chasing after ghosts, too. Is that good? I dunno. I guess it is. Gives you something to strive for.

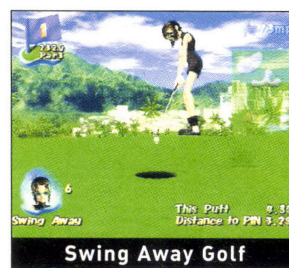
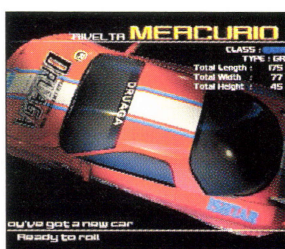
Concerns? **The two-player mode leaves a little to be desired.** It's not quite the trouser-filling tour-de-force of multi-player action that you might be expecting. It's competent, but for some reason the quality of the graphics takes a real hit. Also, the commentator from the

Japanese version is still in there. Masquerading as a DJ on Ridge FM [yeah, whatever] the character is fruitier than a jelly sandwich and gets really, really annoying within about, ooh, I dunno, 30 seconds. You've got all these butch, high-speed cars screaming around at hundreds of miles per hour, and Captain Queenie telling you what a lovely day it is. It could be admirable, but not here.

Finally, there's the controls. Some love RR's feel, some don't; so **RRV seems to strike an adequate balance between the drift tradition and a more GT-like feel.** But it feels good and works well with the Dual Shock 2. I like it. I like it a lot.

Final Score ●●●●●
John Davison

EVERYONE **Players: 1-2**
Memory Card: 406k



Swing Away Golf

Publisher EA Games
Developer T&E Soft
Web Site www.ea.com

I guess I shouldn't be surprised that Swing Away Golf is a bit underwhelming. After all, it's not as though golf games are so visually demanding that they would look significantly better on the PS2. But I think it's fair to have expected the game to look significantly better than, say, Hot Shots Golf. And really, overall it doesn't.

Perhaps the problem is that **Swing Away has to pause to load in every camera change.** Is a golf game that doesn't stutter and stall all over the place really too much to ask for? Especially on the PS2? I don't think so, and I suspect this game was cobbled together from PS one code by someone unfamiliar with the power of the new system.

Beneath the disappointing exterior or is **a reasonably solid game of golf,** but even here we see some problems. How is it that the ball can stop dead on the far slope of a fairway hill? Shouldn't it at least, I dunno, bounce or something? I felt like I was hitting the ball into a sand trap no matter where it landed.

Other problems include the horribly unpredictable chipping system, undervalued putting interface and the fact that the game has to load *every damn time* the camera changes [oh, did I mention that already?]. The Story Mode adds some refreshing depth, but a more solid engine would have been far more welcome. Rent it first.

Final Score ●●●●●
Joe Rybicki

EVERYONE **Players: 1**
Memory Card: 460 KB



X Squad

Publisher EA Games
Developer EA Games
Web Site www.eagames.com

I can't think of any game in recent memory that has polarized my emotions as much as X Squad. There are moments of the game that shone with pure brilliance, and moments that made me want to take a bat to the disc to see it explode in a cloud of pretty golden dust.

The basic engine of X Squad is excellent. **The controls are nearly perfect** for a game that mixes sniper stealth and bared-teeth, large scale gunfights. It makes for some really nice, tense moments: ducking and rolling, leaning around corners to fire into a room, taking cover while reloading... All these moves are handled well (though I wanted a much quicker roll maneuver).

The problem is, as you progress deeper into the game **it gets excruciatingly difficult.** Frustration ensues when you're faced with a room full of enemies with rocket launchers, or a tank with heat-seeking missiles. It just ain't fair.

Of course, this does mean it'll take a good, long time to beat the game, and that's good; the nice graphics and large (though unimaginative) levels make it an entertaining experience. Learning how to handle your seemingly mentally deficient team adds further variety. But you will find yourself frustrated by the unbalanced difficulty, the sporadic checkpoints, and the laughable story and dialogue. I'm hoping for a better, more polished sequel.

Final Score ●●●●●
Joe Rybicki

TEEN **Players: 1**
Memory Card: 275 KB



Alien Resurrection

Alien Resurrection**Publisher** Fox Interactive**Developer** Argonaut**Web Site** www.foxinteractive.com

As an ardent fan of Fox's Alien Trilogy for the PlayStation, and the Alien movies in general, I've waited a long time to get my hands on this game. A really long time, actually. And while the final result isn't exactly what I expected, I'll admit that the game succeeds in doing exactly what the movies did before it: scare the living crap out of you.

Alien Resurrection has to be one of the scariest games ever devised.

You can tell just by the disclaimer before the title screen (saying that the game is best played in the dark), that its designers were intent on delivering the most haunting Alien experience possible. That, without a doubt, they accomplished.

The game makes use of a surprisingly good graphics engine for the PS one. Backgrounds are very detailed and you'll often see steam and other nifty special effects. Also, the camera moves very quickly—a must for an FPS like this. When I first heard that the designers of Alien Res opted not to feature background music in the game, I was quite worried. I mean, that was one of the elements that really helped set Alien Trilogy's mood. But no music and all atmos-

pheric sounds really work in Alien Res. **There's nothing quite like walking down a dimly lit hallway and hearing screams of pain coming from round the corner.** In this game, you know you're next.

Now let me mention the title's two nearly fatal flaws: control and difficulty. First off, let me make it clear that you need the PlayStation mouse to play this game. No, seriously.

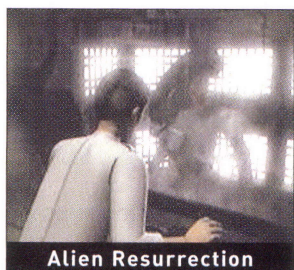
If you don't have the mouse, it's almost not even worth bothering.

With the controller, it's just far too difficult to aim (especially with those nasty face huggers). Even with the mouse, the controls are a bit tough, but are at least manageable. If there had been some auto-aim function and perhaps some bigger corridors, it would have been a lot better. As for the difficulty, this is without a doubt one of the hardest games you'll ever come across. Normally I'm all over a tough challenge, but this is ridiculous. It's a serious, serious flaw.

But even with its flaws, Alien Res is worth checking out if you're a fan of the movie series. But then again, if you're as big a fan as me, I probably don't need to tell you that.

Final Score ●●●

Sam Kennedy

**Players: 1****Memory Card: 1 block**

Alien Resurrection



Alien Resurrection



Dino Crisis 2

Proof that if it ain't broke, you can still fix it

Publisher Capcom**Developer** Capcom**Web Site** www.capcom.com

I'll admit that the early word on Dino Crisis 2 had me a little worried about the sequel to one of my favorite survival horror games of all time. Prerendered backgrounds? Isn't ditching the 3D real-time approach to resemble every other game of the genre out there a significant step backward? And an emphasis on action instead of effective item management and complicated puzzle solving? It was, after all, the cerebral focus of Dino Crisis that made its gameplay so captivating and unique.

But after an hour or so with DC2 you start to realize something: **This isn't a survival horror game; it's a flat-out action/adventure title**—with the emphasis on action. And it's even better than the original.

One of the first things you'll notice about DC2 is those "dreaded" prerendered backgrounds...and how much better they look than just about anything else available on

PlayStation. If it meant forsaking the 3D real-time look to make my eyes this happy, then I can't help but applaud Capcom's decision. I'd even go so far as to say that **DC2's graphics could compete with some of the lesser PS2 titles out there.** Helping add to the eye candy is the game's focus on ambience, often

totally unnecessary yet entirely welcome. Gnats fly aimlessly in the jungle. Roaches crawl along walls. Triceratops feed on foliage in the background. A T-Rex chases a herd of Raptors, with neither paying heed to Regina's presence (yet). It's all enough to just make you sit back and say "cool."

THIS IS DINO CRISIS?

Throughout DC2, you might be surprised at some of the mini-games, which often arcadify things into a first-person shooter. It's just one of the aspects of DC2 making it so different than the original—but very welcome.



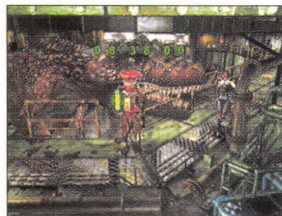


But that word surely isn't restricted to the game's aesthetic qualities. This time out, Regina and newcomer Dylan come armed to the teeth with a large assortment of weapons and plenty of ammo to load them with. It's a huge change from the original, in which ammo had to be used sparingly. In other words, if you're out to knock out dinos with tranquilizer darts, you're definitely not playing the right game!

Another difference between DC2 and the first one involves your survival tactics. Whereas before your best strategy might have been to run right by malevolent dinos, this time that action is more likely to kill you—your enemies are just plain quicker and more tenacious. Your best bet is an all-out assault with your flamethrower, solid cannon, machine gun or whatever else you might have handy. As you blow away your prehistoric adversaries, you get points that basically serve as money. At save locations, you can use your points to purchase new weapons or ammo. And since your enemies typically reappear whenever you revisit an area, there's no stopping you from amassing a healthy total—and an unstopable arsenal.

Like any decent adventure game, DC2 includes its fair share of puzzles. But this time you shouldn't expect to rack your brain over word games and the like. Find the key, then use it. Answer "yes" to "Will you operate the mechanism?" No puzzle is likely to strain your brain—though there are some more interesting ones, like the way you have to handle a Compy that has stolen one of your keys. It's too quick to shoot, so you have to figure out how to trap the little bugger.

What truly sets DC2 apart from the original, though, is its variety of different settings. What starts in the jungle eventually progresses to docks, then to caves and even some underwater madness—you're not secluded in a single



building this time. Bridging the gap between some moments in the story [which itself might keep you captivated—even if it does fail to make a whole lot of sense in the end], you'll engage in something I never would have thought possible for a Dino Crisis game—a first-person shooter [see sidebar for more details]. This diversity regarding both setting and gameplay not only breaks any sort of monotony, but also allows for several types of new dinosaurs you've probably never seen in a video game before.

Any faults in DC2 are minor and often counterbalanced by a positive. Most noticeably, the translation could use some work, as virtually every document contains some sort of misspelling or poorly worded sentence. But the only real text that matters is that voiced by the characters (surprisingly, quite well). Also working against DC2: You should be able to play through it in seven hours or so. On the other hand, Capcom has included several reasons for you to come back, like multiple endings and new minigames. [Just wait till you see the dinosaur fighting game that plays with the game's survival horror-style control scheme—it's interesting, to say the least.] Finally, the "jump" factor present before when a Raptor would jump at you through a window is virtually absent here—but I'll settle for non-stop intensity any day. And DC2 certainly has no shortage of that.

Final Score ●●●●●

Chris Baker

Players: 1
Memory Card: 1 block



Blaster Master



Blaster Master

Blaster Master: Blasting Again

Publisher Sunsoft

Developer Sunsoft

Web Site www.sunsoft-games.com

There are two ways to think about Blasting Again: as a remake of a classic game series, and as a 3D action/platformer. The good news is, Blasting Again succeeds on both counts—but only to a limited extent.

Sunsoft has remained true to the **Blaster Master** lineage, offering up a game starring a tank that jumps and hops about in its battle against those electric cyborg mutant thingies. Like the original, you can exit the tank, adding a nice variety to the gameplay. And while this is the first 3D incarnation of the series, there's a decidedly old-school feel to Blasting Again, due largely to the focus on intense action over exploration.

But in the leap to 3D, Blasting Again has lost some of what made the series so appealing. Gone are the attractive sprite-based backdrops, replaced with dark, nondescript caverns. The game itself isn't nearly as tight as its predecessors. **The biggest problem is the camera:** While in the tank, it follows your movements so closely that it's almost nauseating, but while on foot, you have to adjust it manually, resulting in too many cheap hits. Also, there's no lock-on targeting or auto-strafting, making battles more difficult than they should be. Finally, the game is plagued with some horrendous slowdown. But with huge levels and tons of action, Blasting Again is an enjoyable—albeit flawed—game.

Final Score ●●●●●

Gary Steinman

Players: 1
Memory Card: 1 block



Bomberman Party



Bomberman Party

Bomberman Party Edition

Publisher Vatical

Developer Hudson

Web Site www.vatical.com

Ever since the early '90s, Bomberman has been one of the best multiplayer party games out there. It's quick to pick up, easy to play, and best of all, allows you to bomb other people. And that spells a lot of fun. But the series has changed very little over the years (not counting those 3D installments—let's pretend those never happened), with the only enhancements coming in the form of slightly better graphics, some added power-ups and animals to ride on.

Not surprisingly, **not much has changed with this latest Bomberman installment** either. But that's OK. Bomberman is a tried formula that works great for those that love it, and if you're a fan of the series—or even if you've never gotten the chance to experience Bomberman before—this is a game you may want to check out.

But I must warn you: **A lot of Bomberman Party doesn't feel very PlayStation-worthy.** Menu screens and many levels themselves look like they were ported straight from the 16-bit games (ooh, check out that mode 7 scaling and rotation!). The only new stuff comes in the multiplayer party modes, which do offer plenty of new-looking stages to bomb others in. I should also point out that the game has an overly Japanese feel to it—very little localization was done here. But then again, if you're interested in Bomberman, none of that stuff should matter to you anyway.

Final Score ●●●●●

Sam Kennedy

Players: 1-4
Memory Card: 1 block



Dave Mirra Freestyle BMX



Dave Mirra Freestyle BMX

Dave Mirra Freestyle BMX

Publisher Acclaim Max

Developer Z-Axis

Web Site www.acclaim.com

Early last year, Tony Hawk's Pro Skater set the wheels of the X revolution spinning at a fever pitch. The radical, do anything, anywhere Vesuvius-like explosion has paved the way for a new wave of extreme sports games, starting with polygonal men pedaling their bicycles.

Dave Mirra kicks off the fun with a sweet ProQuest (read: career) mode where you need to accomplish 12 irrational challenges over 12 courses. You'll do transfers, get crazy air and grind telephone wires—your basic try-this-at-home-and-die challenges. The ProQuest is the heart of the game and **it's a blast.**

The game looks solid overall, but dirt tracks have some distracting pop-up issues. You'll set up for particular bumps and hills in the distance only to see them change. On the other hand, street and vert courses are wonderfully pieced together.

My overall gripe is with the physics. Too often I'm a victim of the terrain, which seems stupid to say, but if I want to go straight I want to go straight. And when I run into things, it doesn't necessarily mean I want to turn around. It makes me feel like I've lost control. And my biker has a tendency to take over at the most inopportune times.

A great soundtrack adds a lot, but, annoyingly, songs don't rotate with repeated course run-throughs.

Overall, Mirra's a lot of fun, but you'll really be cursing the flaws.

Final Score ●●●●●

Todd Zuniga

Players: 1-2
Memory Card: 2 blocks



Dragon Valor

Dragon Valor

Publisher Namco

Developer Namco

Web Site www.namco.com

Dragon Valor may look like an action/RPG. It's got all the familiar trappings, like hit points, magic points, character interaction, spells, an inventory system and stores where you can buy, trade or sell items. But at its heart, Dragon Valor is really an arcade action game that's reminiscent of classic side-scrolling beat-'em-ups. Sure, there's a story line here. You start off as a reluctant hero (Cliché No. 1) whose sister is killed in a fire started by an evil dragon (Cliché No. 2). You stumble across a dragon-slaying sword (Cliché No. 3) and embark on a quest for vengeance (Cliché No. 4). Of course, your vendetta and bloodlust corrupts your soul (Cliché No. 5), but you have a chance to be

redeemed by your son (Cliché No.—aw, you get the point), who becomes the hero in the game's second chapter. And therein lies the most interesting aspect of Dragon Valor—it crosses several generations, and the children you spawn take on a different appearance depending on which eligible young lady you end up marrying in the previous chapter.

Like the plot, the game itself is quite derivative. It's basically hack-and-slash, kill-everything-on-screen action, with the occasional key or switch puzzle thrown in. Much of Dragon Valor takes place in hallways, paths and roads—although there are a few rooms to help break up the monotony of the levels. Each section ends with a boss battle, usually with a dragon, but sometimes with bumbling henchmen. These fights are pretty easy (only one dragon gave me a hard time); in fact, **the entire game is light on challenge, and can be finished in a mere 12 hours.**

But despite these shortcomings, I enjoyed this game. Like a peanut butter and jelly sandwich, Dragon Valor isn't the most fulfilling experience, but it's satisfying nonetheless. The characters have a nice repertoire of moves, and the action is quick and plentiful. If you're looking for a deep RPG, you'll surely be disappointed. But if you approach Dragon Valor as a simplistic action game, you'll get a solid dozen hours of light fun—a decent diversion to tide you over between this holiday's bigger releases.

Final Score ●●●●

Gary Steinman

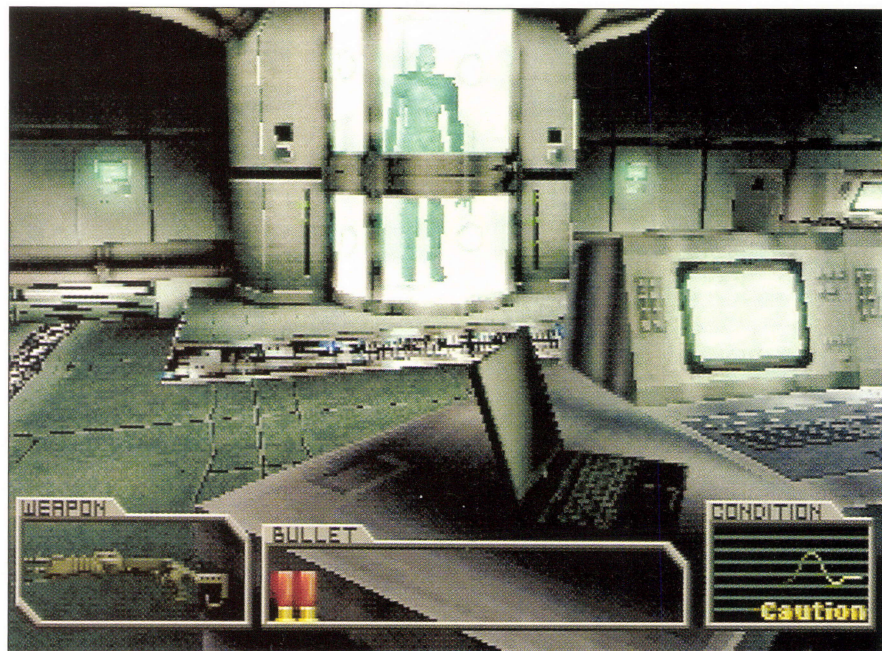
TEEN Players: 1
Memory Card: 1 block



Dragon Valor



Dragon Valor



Resident Evil Survivor

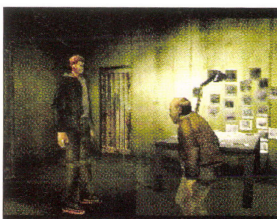
First-person frustration

Publisher Capcom

Developer Capcom

Web Site www.capcom.com

Chances are, those of you interested in Survivor already know how terrible it is first hand, since Capcom didn't send the game to any magazines for review. That's unfortunate, because you all deserved fair warning of the arrival of this beast. Sure, on paper it seems like a fantastic idea: Take the mix of nail-biting suspense and limb-blasting action that is Resident Evil and put it into a first-person shooter. Sounds great, don't it? A sure thing, right? Wrong.



When you first see Survivor it's tempting to assume the graphics are the worst part about it. Everything looks blocky and pixelated, plodding along at a horribly slow pace, especially when any enemies appear on screen.

But when you actually try to play it, you realize the frustrating controls give the ugh-inducing visuals a run for their money. It's bad enough that you can't sidestep or look up and down, but **the game's version of auto-aiming is just ridiculous.** Every time you shoot something, Survivor centers your view and usually your crosshair on that enemy; it may sound great, but in practice it's a nightmare. Try to track fast-moving nasties like the lickers and dogs, or to switch back and forth between two zombies closing in fast, and you'll realize you would be much better off aiming on your own.

And if you don't count dealing with the horrible controls, Survivor is a pretty easy game. You have unlimited handgun ammo, and there's plenty more powerful items (RE staples like acid and flame grenades, magnum bullets, etc.) to store up for the final (and really only) boss encounter. There is some encouragement for replay—the path branches to different sections at certain points, plus there are unique

pistols to collect and a special weapon for finishing the game with an "S" ranking—but even assuming you'll want to play more than once, Survivor will hardly occupy more than a day or two. Puzzles could have added some kind of challenge, but they are nonexistent—unless you consider finding keys and



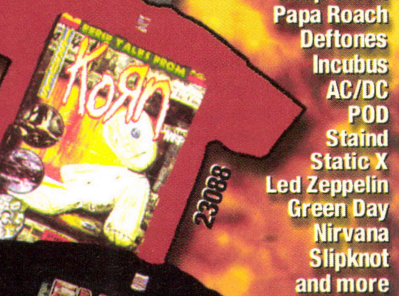
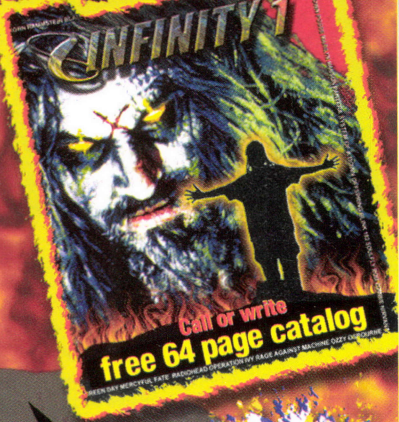
throwing switches puzzles. Maybe the single bright spot in Survivor comes from the **few scary surprise moments**, like when...well, I don't want to ruin them for you, but if you've played any of the other RE games you know what I'm talking about. But even so, and despite its lower price (\$29.99), it's hard to recommend Survivor as more than a rental for die-hard RE fans.

Final Score ●●●

Mark MacDonald

MATURE Players: 1
Memory Card: 1 block

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Sony Playstation 2, Sega Dreamcast, PS1, and GameCube. Get all four or trade what you don't want for cash. Options include plenty of games, accessories and 36" monitor. Base prize package value \$1400.

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700 MHz, 128 mb RAM, 27 gig hard drive, 8X DVD-ROM, CD-RW drive, modem and 17" monitor. Options include software and accessories. Base prize package value \$2600.

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Future Puzzles. For each contest you enter, you will receive by mail, four more puzzles at \$2 each and a tie-breaker at \$1. You have three weeks to solve each puzzle. We can not predict the number of entries for each phase.

Typically 59% attain the highest score in phase 1, 47% in phase 2, 39% in phase 3 and 34% in phase 4. The winner will have the highest score after the tie-breaker. Each contest has its own tie-breaker. In the unlikely event that players are still tied, they will split the value of the package they are playing for.

Directions. Follow the directions below to fill in the puzzle. Check the boxes on the entry form to specify the contests you are entering. Add up the entry fees and send that amount with the entry form to the address below. Remember, you can't win if you don't enter. Only one entry per person. Prize totals are described below puzzle.

All entries must be post marked by March 25, 2001.
ALL ENTRY FEES MUST BE PAID IN U.S. FUNDS ONLY.
WE WILL NOT ACCEPT CANADIAN CHECKS.

PRIZE PUZZLE

WORD LIST

TOWER - P	LEGAL - Y
EARTH - X	EMPTY - V
WORLD - U	WATER - T
SPACE - W	COAST - A
HAPPY - O	FIELD - B
SHARE - Z	BLADE - D

		T			
H	A	P	P	Y	O
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SECRET WORD →

SECRET WORD CLUE:

What comes after yesterday but before tomorrow?

DIRECTIONS

Fill in the puzzle with the correct words going across. Transfer each word's corresponding letter to the line at the end. This should spell the secret word going down. HINT: Read the secret word clue.

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102

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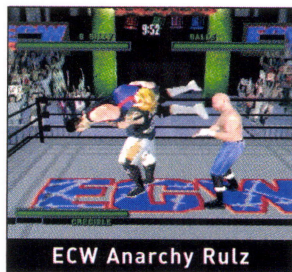
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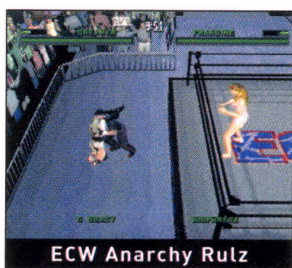
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ECW Anarchy Rulz



ECW Anarchy Rulz

ECW Anarchy Rulz

Publisher Acclaim

Developer Acclaim Studios

Web Site www.anarchyrulz.com

When the title of a game claims that it rules, yet misspells the way in which it rules ("rulz" with that over-the-top rebellious "z"), gamers everywhere should scatter. Secondly, when a game is basing its existence on "anarchy" we have to take a brief moment and remember back to that nefarious, humiliating time when we were younger and stupidly lured to vandalism and its remedial charms.

Moving on, I'll admit I'm a rasslin' fan. An uncloseted, proud viewer of elbow-first high dives, the nearly extinct small package pin, and testosterone cases getting their brainspan crashed through a table-top. But I cannot, in good faith, be a fan of ECW Anarchy Rulz. It is so tedious. If you're jumping in the ring for the first time, ready yourself for enough hammerlocks to make you ill. Want to do a cool move? There's nothing like tapping the Start button, interrupting the insipid flow of the overly humdrum match, to figure out how to do a rare move that will bring on the bloodflow.

The controls continue to be lackluster and the only bonus (if you can call it that) is a comprehensive lineup of madcap ECWers.

I've played the other games with this engine, and let me tell you, the decline continues. While Smack-Down! raises the bar of PlayStation wrestling, this midget of an effort doesn't even need to lean back to get under the limbo stick.

Final Score ●

Todd Zuniga

Players: 1-2
Memory Card: 1-3 blks.



Eternal Eyes



Eternal Eyes

Eternal Eyes

Publisher Sunsoft

Developer Tam Tam

Web Site www.sunsoft-games.com

Forget the awkward translation. Forget the dated graphics. Forget the frequent load times, the uninspired story, the slow pace, the monotonous music. All of that could be dealt with if Eternal Eyes didn't commit the ultimate, most unforgivable gaming sin.

It's boring.

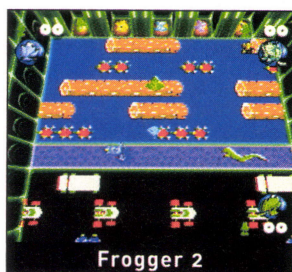
Part strategy, part RPG, part monster collector/breeder game, **Eternal Eyes disappoints on all counts.** The strategic battles lack any strategic challenge—or difficulty, for that matter. You'll win each and every fight, no doubt—and you won't have a good time doing it. The story does away with all those superfluous niceties, like character development, continuity and coherence. And the Pokémon aspect of the game is just plain silly. I mean, who ever heard of evolving one of your monsters so it becomes weaker than its previous incarnation?! Also, if you're gonna make a game that apes Pokémon, don't give your monsters names like Chalizadon and Pikuchi!

Eternal Eyes does achieve the rare feat of making even casual observers sleepy. Watching me play, Chris Baker felt compelled to ask how I'm staying awake. Later that day, Joe Rybicki walked by my desk and said, "Man, just seeing you play this is making me sleepy!" And nodding my head yes in agreement was about all I could do to keep myself from nodding off.

Final Score ●●

Gary Steinman

Players: 1
Memory Card: 1 block



Frogger 2



Frogger 2

Frogger 2: Swampy's Revenge

Publisher Hasbro Interactive

Developer Blitz Games

Web Site www.hasbro-interactive.com

Let's face it: No matter what I say about this game, Frogger 2 will likely hop to the top of the charts and remain there for months. After all, Hasbro's first remake of the game was lackluster at best, yet the masses still gobbled that one up in embarrassing numbers.

But before you angrily shake your fists at the heavens, like the biblical Egyptians must have done when that plague of frogs came raining down on them, there's some good news here:

Frogger 2 is actually a decent 3D platformer. With simple controls and limited movement (you basically use the D-pad to hop in four directions), Frogger 2 does a nice job of capturing the essence of the arcade classic. The game is on the easy side, but there are 10 unlockable retro levels and plenty of time challenges that add quite a bit to the replay value.

Frogger 2 is a far leap from being perfect, though. Certain jumps are too difficult to judge, and some obstacles seem impossible to avoid. And while this is a retro remake, that doesn't excuse the game's **lack of originality.** Finally, while I thought the multiplayer levels were simple fun for younger gamers, my co-workers cringed and moaned the whole time they were playing with me, especially about the jerky camera movements that made it difficult to see what was going on. Frogger 2 is a worthy rental, but not much more.

Final Score ●●●●

Gary Steinman

Players: 1-4
Memory Card: 1 block



Hogs of War

Hogs of War

Publisher Infogrames

Developer Infogrames Studios UK

Web Site www.infogrames.com

If you had asked me a year ago if anyone could top the comical turned-based strategy action of the Worms series with a similar title—in 3D, no less—I probably would have given you a simple answer: "When pigs fly!" So, what better than a game starring a sty's worth of combative swine, some of whom transport themselves by use of jetpacks, to prove me wrong? Actually, "proven wrong" is a bit of an understatement. Hogs of War is **the most pleasant surprise of the year.**

As one of six armies modeled after real countries, you must guide your squad of five spunky porkers through 25 battles en route to world domination. Through the use of timed, turn-based opportunities of the "I move one, you move one" variety, you must decide the best action to take as you use bazookas, sniper rifles, airstrikes, grenades, TNT and more to blast your opponents into bacon bits. Certain levels even allow you to man turrets or maneuver tanks (a personal favorite method of mine). Whatever action you take, though, strategy remains of the utmost importance. Depending on what you're up against, every mis-

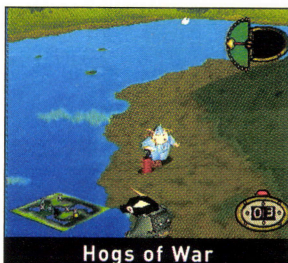
sion demands crucial decision-making in terms of stealth versus brute force, long-range versus short-range attacks, or whatever else the situation might call for. Terrain also plays a tremendous role, as lakes, mountains and other geographical features offer an extra factor to take into consideration. And **the variety of landscapes is just incredible!** You might challenge a flat swampy area in one skirmish, only to move on to a mountainous desert or frozen tundra in the next. In multiplayer mode (a highlight of the Worms series and certainly commendable here), you can battle up to three friends on a landscape modeled to your liking—**literally thousands of possible results exist.**

The game does have a few minor faults, though. I would have liked the ability to zoom in on any one area as you can in Worms, as well as a control system in which the occasional bad step didn't result in a soldier ending up in hog heaven. But then again, that's where I stayed for hours whenever I played the game.

Final Score ●●●●●

Chris Baker

Players: 1-4
Memory Card: 1 block



Hogs of War



Hogs of War



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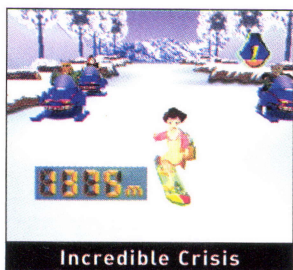
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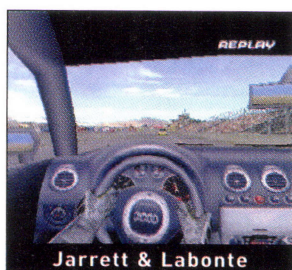
Incredible Crisis



Jarrett & Labonte



Incredible Crisis



Jarrett & Labonte

Incredible Crisis

Publisher Titus

Developer Polygon Magic

Web Site www.titusgames.com

Prepare yourself for the most bizarre, unconventional and, well, *Japanese* PlayStation game you're likely to see hit U.S. shores. Incredible Crisis (known as Tondemo Crisis across the Pacific) packs a wallop of 22 wildly varied mini-games loosely grouped around an outlandish story of a day in the life of a middle-class Japanese family who can't seem to stay out of the way of high adventure. Nearly all of these games make some reference to popular films (*Independence Day*, *Titanic*, and *Saturday Night Fever* are but a few) and many go so far as to spoof the logos of the films.

Interspersed between the games are hysterical cinematic segments created mainly with the wonderful in-game character models. The result is a visual style that I, for one, would love to see a lot more of; the cartoony look plays to the strengths of the PS one, making the game visually arresting. It also stands out by virtue of the unconventional soundtrack by the Tokyo Ska Paradise Orchestra; you won't get this stuff out of your head, folks.

Now, most of the games are pretty simple button-mashing affairs, and the whole package won't take more than, say, 10 hours to complete. There are also a couple games inexplicably left out of the U.S. version. But for the right price Incredible Crisis is as diverting as they come. Absolutely worth a look.

Final Score ●●●●

Joe Rybicki

Players: 1
Memory Card: 1 block

Jarrett & Labonte Stock Car Racing

Publisher Codemasters

Developer Codemasters

Web Site www.codemasters.com

All together now...WHO? The admirably wonderful World Touring Car game from Codemasters comes to the States with an arbitrary license slapped on it. Jason Jarrett and Justin Labonte are apparently NASCAR "royalty" but their placement here is about as gratuitous as slapping a name on a game can get.

This isn't about NASCAR at all...it's about driving 42 stock cars on 23 of the finest race tracks in the world. This is about taking the family Volvo and tricking it out to the point that it handles like a race car. That's the beauty of Touring Car racing; it's seeing how far you can push Mom and Dad's car, and despite the dumb license, this game conveys the spirit remarkably well.

Unlike NASCAR, Touring Car races are a balance of playing the pack and knowing the course. It's a real challenge to get through an entire Championship season, but it's rewarding if you stick with it. Fans of GT may find it a bit twitchy, and the sense of speed not terrific, but this is more than compensated for by apparently excellent opponent AI. You won't feel like the only schmuck spinning out of control, since the computer has the same problems. There's also incentive to complete the game: Getting an enormous number of points lets you open up a Bentley Hundaudies. Car nuts know what I'm talking about.

Final Score ●●●●

John Davison

Players: 1-2
Memory Card: 1 block



NHL 2001

EA comes up one goal short of a hat-trick

Publisher EA Sports

Developer EA Sports

Web Site www.easports.com

The skating in EA's NHL series has been in serious question since the PlayStation corrupted this salient franchise. Last year's effort left a lot to be desired, considering skaters were capable of reversing direction without even having to stop.

That being said, there's no longer a need to worry. The skating's been cleaned up so the little hockey men



stop and go like realistic little hockey men. It's actually reminiscent of the Genesis days (and real hockey) since players spray to a halt.

The strongest area of this, the last PS one EA hockey game, is the stellar Franchise Mode. It really makes the game stand out from the pack (though the pack only consists of two games, so I guess it makes it stand out from "the pair"). Strangely, in my franchise, Mr. Jaromir Jagr, the best player in the NHL today—yes, I'll admit he's a notch better than Blues' super tower of power Chris Pronger—retired after only two seasons. I guess he wanted to head back to the Czech Republic instead of furthering his assault on the record books. There's a slim draft (one player per team) and a free-

agent signing period where I quickly found out that every free-agent hated my team even though I won consecutive President's Trophies.

As for game speed, there's a little too much back and forth, especially considering the knock-down drag-out, clutch-and-grab style of the current NHL. NHL 2001 is 1985 hockey in Y2K, which isn't all bad, but there's just a lot of end-to-end action. It may sound fun and arcadey and exciting, but it's a little frustrating. No matter how much pressure is applied in the opponent's zone you never know when a quick clear will lead to a two-on-one. Even the stingiest defensive powerhouse teams give up a barrel full of opportunities.



The "Big Hit" is back in effect, but it still doesn't carry the balance of risk and reward that it should. If you're sloppy you can screw up, but any amount of caution translates to big hitters doing capacious damage.

Two quick things: The game is easier to navigate than its clunkier-menned bastard cousin. And, I was dealt a five-minute spearing major and suspended for two games because of it. Cool.

The strengths are the Franchise and the depth, but the gameplay gets smothered on the goal line.

Final Score ●●●●

Todd Zuniga

Players: 1-8
Memory Card: 7 blocks

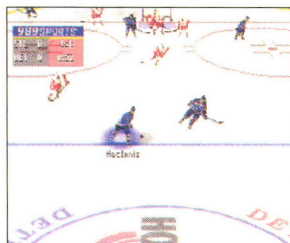
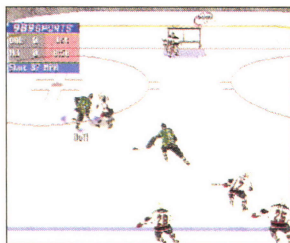
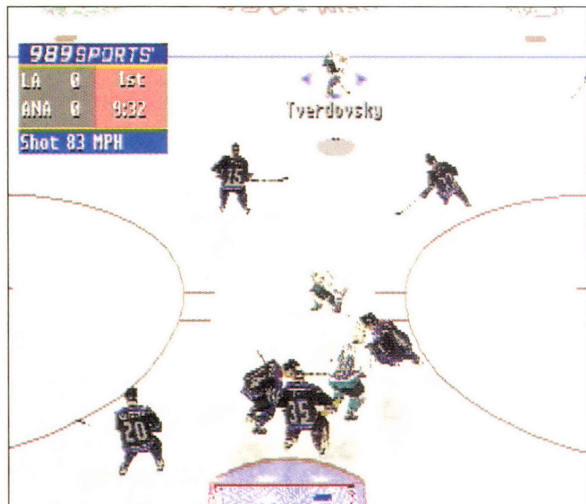
NHL 2001



Nolan led the Sharks past the mighty Blues all by himself last year. Can he score 50 this year?

Ian Thomlinson/Allsport

Line Changing	Disappointingly there's nothing new. A cycle of three "d" and four forward lines.
Franchise Mode	Really gives the game a lot of life and a reason to keep on keeping on.
Special Moves	You've got the big hit, the deke, spin moves and a fake shot. Nice collection.
Taking the Cup	Now this is a celebration. Commentator gives a speech, players kiss the Cup.
Stat Accuracy	EA nailed this one. The scoring and stats really reflect today's NHL.
Hat Tricks	No hats. Boo! Hiss! Groan!
Extra Modes	There's nothing extra except for a measly shootout. How fun is that anyway?



NHL FaceOff 2001

989's final installment puts the biscuit in the basket

Publisher Sony CEA

Developer 989 Sports

Web Site www.989sports.com

Why, oh, why has it taken this long (five long and droning years) for someone to make a legitimately strong hockey game for the PlayStation? We've been excusing glaring flaws for the duration, hoping that our patience would be rewarded by having someone deliver that ol' Sega Genesis glory. Good news: The time has come. **FaceOff 2001 is the best of its kind.** The only sad part is that this pinnacle of evolution happened way too late; it's the last of its dying PS one breed.

First off, the skating is silky-smooth and the game speed feels just right. Of course, if it's too quick

or too lame, you can tailor it to your needs. Pretty much all gameplay settings are alterable.

As far as the visuals go, **some of the skating looks a little awkward.** When the players move laterally it appears that they're sliding on ice instead of skating on it. Their movement doesn't defy physics, but it looks goofy.

Scoring is a bit of a challenge early on, but there's nothing wrong with the learning curve. After all, once it's easy to score the game isn't worth playing. One reason putting the biscuit in the basket is arduous is **the tough and smart AI.**

The defense will take penalties when you've got good scoring opportunities, which is frustrating

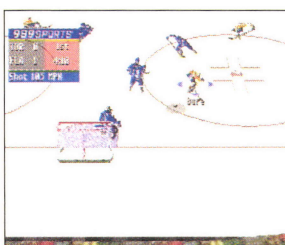
but realistic. Kudos, 989. Scoring's also challenging because there's only one special move. A fake shot is all you've got to really "fake out" the "d." Of course, I'll be barking about the lack of a spin move until the Senators win another Stanley Cup, but there should be some alternate moves to add to the fanciness for advanced players. One last thing, and this is a big one: **The defense can really put the screws to your skaters.** Fighting through checks is difficult, to a negative point, and you'll find yourself going wide of the cage instead of driving right at it.

A new Practice Mode is tons of fun and perfect for a party-style hockey game. You can play 3-on-3 with your multi-tap and get eight buds involved. Oh, and the fighting is a bird of an ignoble color. I understand having it, but, man, it's ugly.

All in all, FaceOff is fun and it looks good. If you're holding out for a PS2, but love your puck, few flaws and smooth game play make this the overtime game-winner.

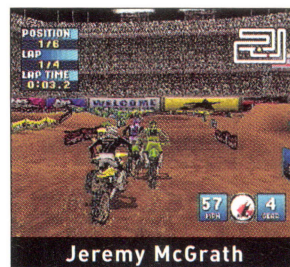
Final Score ●●●●●
Todd Zuniga

Players: 1-8
Memory Card: 1-5 blks

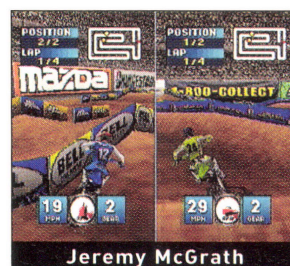


One of the most dominating goalies in recent years, Cujo now has a great team around him.

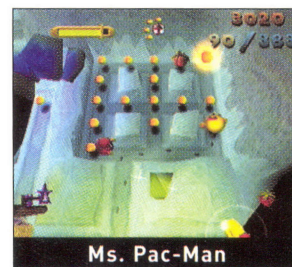
Steve Babineau/Allsport



Jeremy McGrath



Jeremy McGrath



Ms. Pac-Man



Ms. Pac-Man

Jeremy McGrath Supercross 2000

Publisher Acclaim

Developer Acclaim Salt Lake

Web Site www.acclaim.com

Jeremy McGrath Supercross 2000 starts off with a bang...as the game's loose control repeatedly bashes you from wall to wall—something you'll continue to do whether it's your first race or your 101st. And **if monotony is your thing, boy is this one for you!**

Aside from each track's differing signs and paths, nothing exists to solidly differentiate one course from another, making for the most repetitive PS racing experience since The Dukes of Hazzard. I'm only half joking when I say that Acclaim must have taken the game's track editor and used it to create courses that resemble those in the real-life supercross circuit. Is it just me, or shouldn't these tracks (and graphics in general, for that matter) for a game released in 2000 look at least as good as those in 1999's supercross efforts from THQ, 989 and EA?

The addition of **Custom Rider mode does little to make up for McGrath 2000's shoddy gameplay,** especially since your rider looks identical to others in the game. Stunt mode also proves a disappointment, as you have no one to test your stuntly sturdiness against. If the game has a bright spot, its speedy play does stay consistent. It's just too bad that the only "speed" McGrath 2000 deserves association with is your own, as you scurry away from it as fast as humanly possible.

Final Score ●●
Chris Baker

Players: 1-2
Memory Card: 1 block

Ms. Pac-Man Maze Madness

Publisher Namco

Developer Namco

Web Site www.namco.com

As much as you might have liked Pac-Man World last year, keep this in mind: Ms. Pac-Man Maze Madness is nothing like it. Taking a more maze-based, puzzle-intensive approach, the original pixelated heroine's first PS one solo outing offers entirely different gameplay. But it still rocks.

Your objectives remain so simple and consistent that **it's literally possible to play the entire game with one hand:** Move blocks around so that you can progress through a barrage of obstacles, chomping away at fruits, power pellets, and plenty of ghosts all the while. Each level manages to refrain from excessive difficulty while still providing enough challenge for you to feel a real sense of accomplishment upon success.

But the best feeling you'll get during Maze Madness is that of defeating your friends in one of the three multiplayer competitions, all of which **perfectly capture the heart of the original 1981 game in their layout and simplicity.** Whether it's as basic as consuming the most dots or being the last to hold "Da Bomb" (a variation of playground tag), anyone should have fun with these. (How can you not when you even get to play as a ghost?!) Better yet, the randomness of the games gives a better shot at victory to less-experienced gamers—even those who might never have felt "Pac-Man Fever." Leave it to his wife to show 'em what it's like.

Final Score ●●●●●
Chris Baker

Players: 1-4
Memory Card: 1 block

NHL FaceOff 2001

Finally, someone did it. You change your "d" and "o" separately. Big plus.

Line Changing

Nothing beyond one season and a playoff run. Really hurts the replay value.

Franchise Mode

Special moves? 989 still hasn't figured out how fun a spin move to a deke actually is.

Special Moves

A big disappointment. Once you win, the screen just goes to a whirling Cup. Big deal.

Taking the Cup

I was surprised to find John Leclair managed to finish +99. And there was lots of scoring.

Stat Accuracy

Three goals means all kinds of headwear. Hats, hats and more hats. Great addition.

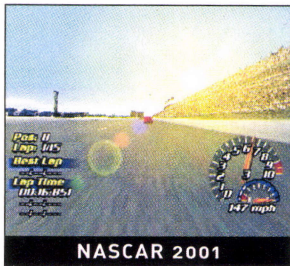
Hat Tricks

A really cool practice mode makes for a perfect party mode. Also includes a shootout.

Extra Modes



REVIEWS



NASCAR 2001



NASCAR 2001

NASCAR 2001

Publisher EA Sports

Developer Black Box

Web Site www.easports.com

I have it on good authority that the glory of NASCAR is not about mastering the course, but about the battle for placement on the track, and position within the pack. A battle of wits and strategy. For me, it's also a battle for consciousness, as no matter how hard I try I still find it spectacularly dull.

The fact that NASCAR 2001 suffers from some annoying problems doesn't help. For a start, the opponent AI: While claimed by EA Sports to be "challenging" and apparently accurate to what the real drivers do, **tactically it's, what's the word? Oh, yes...dumb.** All the drivers snake their way around the course without particularly going out of their way to challenge each other, and they only seem to mess up if you nudge them.

Without fail the pack breaks into three groups: two at the front, third and fourth together and then the remaining drivers in a long line about a quarter lap behind. Invariably you start off near the back, but within 15 laps (that's 60 left turns) you're up with the third and fourth guys. Nudge number four against the wall, whip out to the outside edge and you're in the top three. Every time. **A yawn-inducing race slips you the gameplay equivalent of chloroform.**

To add to the fun, every time you start a race the game defaults to the digital pad so you have to fumble to enable analog. Sounds great, huh?

Final Score ●●●

John Davison



Players: 1-2
Memory Card: 1 block



NFL Blitz 2001



NFL Blitz 2001

NFL Blitz 2001

Publisher Midway

Developer Midway

Web Site www.midway.com

I want to say from the start of this review that I'm a big Blitz fan. I absolutely love the game; the series is one of the longest-running favorites of mine. (It's ironic, really, since I don't actually like football.)

So when it came time to review the newest edition, I jumped at the chance. And I'm happy to say that **the game sports a number of significant improvements over last year's model**—you're just going to have to overlook some glaring flaws to see them. I'll explain:

The core game of Blitz 2001 feels even more insane than previous versions, if you can imagine that. You'll see even more fumbles, bigger tackles, quicker changes in momentum, longer passes. It's as though someone took the "arcade" knob and turned it up a notch or two. That's good. You'll also find new additions like the ability to customize defensive plays and simple "Party Games" like Goal Line Stand and Quarterback Challenge. That's also good.

The problem is, you'll have to squint through a **grainy, jittery haze of ugly graphics and jumpy animations** to enjoy it. It makes it hard to play with finesse when you can't distinguish one guy from another (and when you need an aspirin after a couple hours play). It's a similar problem as with Kurt Warner's Arena Football: The low quality of graphics actually hurts the gameplay. I'd wait for a PS2 version.

Final Score ●●●●

Joe Rybicki



Players: 1
Memory Card: 6 blocks



Tony Hawk's Pro Skater 2

900 reasons why you don't need a PS2...yet

Publisher Activision

Developer Neversoft

Web Site www.thps2.com

The very first time I did a 360° Ghetto Bird into an Inward Heelflip through a pane of smoky glass, I knew I had my hands on something very special. I followed, no surprise, with a Fandangle over a set of helicopter blades (attached to a soon-to-be-set-in-motion WWII chopper) into a Nose Manual accented by, you guessed it, a Pizza Guy.

To some, this may sound like an encoded message stolen during

wartime, but to the converted it resonates like the simple sweet music of Tony Hawk's Pro Skater 2: **absolutely the best PlayStation game I've ever played.**

The best part of THPS2 is the prodigious depth. There are 13 motley skaters at the outset (with some old unlockable standbys, one that you'll simply marvel at). You'll see the entire gang from the prequel with familiar favorites Burnquist and Muska, along with a few legends invited to the stable of skate magicians: Rodney Mullen, Steve

Caballero and Eric Koston. Each skater has different strengths and weaknesses and each offers **unique, totally customizable trick sets.** Yes, you heard/read me right, customizable tricks!

Before dropping into the Career Mode, you can create a replica of yourself using the detailed Create-A-Skater, if you don't want to select one of those "real" skaters. Here you can enter your name, hometown, hairstyle—including the heralded skullt—the color and types of your clothing, and what type of skater you want: street, vert or all-around. Then, when you start, you'll be asked to accomplish 10 tasks to consummate the level. Once you do you'll start accessing the eight different, **dizzily huge worlds**—and I'm talking planets here. Don't be surprised if you're wishing for a map when you see a new setting for the first time.

One feature that really stands out in Career Mode is how you sculpt your skater. Instead of being rewarded statistically by completing levels, now success is translated into good old-fashioned green. With earned currency (or cash you pick up while bouncing around levels) you'll be able to buy new boards, new tricks (to edit the tricks you have in your arsenal) or to upgrade





your skills. Within these levels—and this adds a tall degree of charm—there are hidden areas scattered around. You'll bust open the NY subway, drain the Love Park fountain in Philly, even go underground in Marseille.

Adding to the salient depth, you'll find a **Skatepark Editor** which equates to hours of lost time. It allows you to go all-out architect on the skatepark of your imagination. Want Brobdingnagian ramps? A series of funboxes next to a marathon rail? What about a punji pit filled with face-rearranging spikes? The skatepark editor is your stage and like Prego's memorable ad: it's in there.



The soundtrack, which elevated the first game's gusto, is more "hip" than its predecessor. "Cyclone" by the Dub Pistols is one riff that stands out, and the always plangent and gritty Rage Against the Machine pipes in with their patented shout-rap sound.

If I have to gripe then I'll say the pop-up is a little annoying. When you're searching an arena for the last \$50 bill it's impossible to see too far into the distance. This is based on the PS one limitations, which are obviously being

maximized for this game to look as polished as it does. Otherwise, the game really is without flaw.

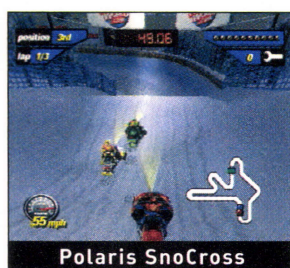
With all the unlockables, the depth, and the prime physics, THPS2 is an absolute must-buy. This is a game for the ages.

Final Score ●●●●●
Todd Zuniga

TEEN Players: 1-2
Memory Card: 1 block



Strap on your thinking caps and settle down with the skatepark editor for some real adventure. Re-create your neighborhood skatepark or go for something totally new. After that, bring your created skater into the fold. Quick hint: complete 100 percent with a created skater for the ultimate skateboarding prize.



Polaris SnoCross

Publisher Vatical
Developer Vicarious Visions

Web Site www.vatical.com

It's kinda weird that within the last month we've seen not one, but two new snowmobiling games. An under-represented genre on any system, snowmobiling seems to be coming into its own on the PlayStation. That's the good news. The bad news is that **there's still only one really good snowmobiling game available...and this isn't it.**

Polaris SnoCross is certainly better than last month's excruciatingly difficult Sno-Cross Championship Racing. Polaris is clearly intended to be a bit more arcadey, a bit less realistic. That's great in my book, because as far as I'm concerned fun should always outweigh realism when it comes to video games.

The problem is not with difficulty, but with basic physics. **These sleds react unpredictably, mysteriously flipping over at every opportunity.** You don't really get a feel for the inertia of the vehicle; when the controls feel exactly the same in the air as they do on the ground (so much so that it's sometimes hard to tell whether you're even in the air), something's wrong.

Graphically, the game's exceptional, with solid nighttime racing and one of the best snow effects I've ever seen. But framerate takes a hit as a result, even moreso when there's more than one sled onscreen. There isn't much else about the game that really stands out. Sled Storm 2, please!

Final Score ●●●
Joe Rybicki

EVERYONE Players: 1-2
Memory Card: 1 block



RayCrisis

Publisher Spaz/Working Designs
Developer Taito

Web Site www.workingdesigns.com
I think it takes a very special kind of person to really enjoy RayCrisis... like, say, the kind with the ability to score a sizeable and/or bottomless supply of caffeine on short notice.

Because **RayCrisis isn't just a shooting game; it's a Vegas production.** It's a stylish, over-the-top, carpal tunnel-inducing, swear-out-loud experience. It's sweating palms and the threat of seizures and bullets literally saturating the screen.

Unfortunately, it's also only about 10 minutes long in the default mode. But let me qualify that: In those 10 minutes you're likely to hit the Continue maybe 25 times. That means you're likely to churn through an average of one life every eight seconds. That's intensity.

Now, there's also a "Special" mode which challenges you to beat the game without a single continue, but even this loads you up with extra lives, and you're not likely to spend more than a day or so here.

The graphics are disappointing in a way, as well. Though sharp, they're not quite as gorgeous as RayStorm was three years ago. And there's also something else missing that it's hard to put my finger on. I guess when you get down to it, RayCrisis simply lacks the artistry of a Gradius or an R-Type. It's all flash, and little substance; diverting for a few hours but lacking in long-term playability. Shooter fans will dig it, but others might want to rent first.

Final Score ●●●
Gary Rybicki

EVERYONE Players: 1
Memory Card: 1 block



Spin Jam

Publisher Take 2 Interactive
Developer Empire Interactive

Web Site www.take2games.com
I worry about a lot of things. World peace tops my list (of course). I've also spent sleepless nights pondering the ethical mess surrounding human cloning. But most of all, I worry that some clueless mother will see the bright colors, cutesy characters and \$10 price tag of Spin Jam and say to herself, "This would make a perfect gift for little Johnny!"

See, Spin Jam ranks about as high on my holiday gift list as one of those godawful hand-knit sweater vests from Auntie Helen. Why? Well, read any glowing review of a puzzle game and you're likely to see two key words: *simple* and *addictive*. Neither term applies here. In fact, Spin Jam is a **confusing mess of competing gameplay ideas.** First off, you need to match up colored balls to trigger an explosion that dislodges balls on the opposite side of the circle. You then have to aim the dislodged balls at the multicolored petals to eliminate them. Meanwhile, more balls are flying at you from every direction, and the petals themselves even rotate. You also have to make sure your balls don't push beyond the border of your flower. With so much to focus on, **it's impossible to get into that trance-like zone induced by the best puzzlers.**

It's bad enough to make me want to clone myself so I stand in front of every game retailer and warn all those moms. But that would raise a whole other set of concerns...

Final Score ●●
Gary Steinman

EVERYONE Players: 1-2
Memory Card: 1 block



Sydney 2000



Team Buddies



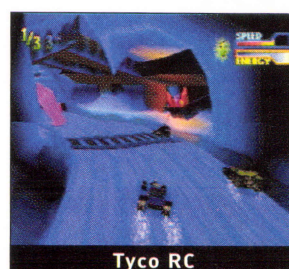
Tyco RC



Sydney 2000



Team Buddies



Tyco RC

Sydney 2000

Publisher Eidos

Developer ATD

Web Site www.eidos.com

Watching a crew of wobbly legged prepubescent circle a suburban backyard isn't necessarily more fun than Sydney 2000, but it's more exciting. Somehow, with all the events and the energizing climax of a gold medal triumph, this game fails. Why? First off, **the speed of the game is a herculean let down.** The problems start with endlessly prolonged load times, and once an event starts the athletes move as if they're wandering toward a finish line instead of pushing their physical wares full-tilt. Sure, I haven't witnessed as many Olympic games as Methuselah, but if I were in a 100-meter sprint to win the gold and become a media darling, I'd pick up the pace. It seems that no matter how quickly you tap the buttons these "athletes" are more inclined to jog.

One cool feature is the Olympic Mode where you can **build up your Olympians' strength through training.** The issue here, again, is the load times. Once you fail at doing 11 bench presses in 19 seconds (no easy task), you'll wait 40 seconds to try again. This is the only game I've ever played where I suggest grabbing a heavy book of poems or a slim novel to accompany you.

All in all, it's nice to have 12 events, but some of them [Kayak K1 Slalom, Skeet Shooting and Olympic Sprint Cycling] fall flat. The rest are just par. Only Olympic die-hards should take this road to Sydney.

Final Score ●●●

Todd Zuniga



Team Buddies

Publisher Midway

Developer Psygnosis

Web Site www.midway.com

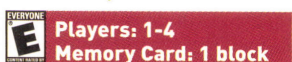
Envision a jellybean picking up a rocket launcher and blasting away a group of other jellybeans and you might be able to get the basic idea behind Team Buddies. Little guys, lots of firepower, and you're in control of it all. **The game plays somewhat like a Bomberman or Poy Poy,** but with some added puzzle/strategy elements. Basically, you have to grab lots of blocks and stack them in different ways to garner weapons, power-ups, and even extra buddies to help you battle. Once you've acquired an ample amount of firepower you head over to where your enemies are and take 'em out. It's kind of like the happy meal version of Command and Conquer. And it's a lot of fun.

Graphically, Team Buddies scores pretty well, although the camera angle does take a little bit of time to get used to. Where the game shines, though, is in the sound department—the music keeps things fun and intense with its fast-paced techno soundtrack. The voices, which admittedly add lots of character, do tend to get annoying, though.

I like Team Buddies for its fresh style and because it **does a pretty good job of mixing puzzle, strategy, and action elements.** But there were times when I wished it were a little less chaotic or confusing, like a Bomberman for example. But nonetheless, Team Buddies had me coming back for more.

Final Score ●●●●

Sam Kennedy



Tyco RC : Assault With a Battery

Publisher Mattel Interactive

Developer Lucky Chicken

Web Site www.mattelinteractive.com

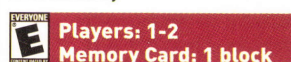
As with skateboarding and survival horror titles, kart racing games seem to be all the rage these days. This can be a blessing for fans of the genre, but it can also be a big curse: Where there's popularity in the games industry, imitation almost always follows. And this makes for an abundance of games with little in the way of innovation. Tyco RC is one of these games. **What's worse, there's not much to be found here that hasn't been done before, and better.** The graphics range from pretty good on some tracks, to just average on others. The sounds are fine, but the music is completely forgettable.

The thing that nearly ruins Tyco RC for me, though, is that walls will stop your vehicle far too easily. One thing that I really enjoyed in Acclaim's RC Revenge was that I never felt constricted in the levels—you can drive all over the place, just like a real RC car. In Tyco RC, sometimes **even the slightest brush against a wall can stop you dead in your tracks.** And that's just wrong—it basically goes against everything that makes the Tyco line of racers fun (in real life you can jump them, flip them, spin them; basically do whatever you want).

I suppose if you're a fan of the Tyco line of RC cars, this could really appeal to you, but unless that's the case I'd recommend RC Revenge over this in a heartbeat.

Final Score ●●●

Sam Kennedy



Review Archive

Game	Publisher	Score	Issue
3Xtreme	989 Studios	●	21
40 Winks	GT Interactive	●●●●	28
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Ace Combat 3: Electrosphere	Namco	●●●	31
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Arcade's Greatest Hits: Midway Collection 2	Midway	●●	4
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Armored Core: Master of Arena	AgeTec	●●	31
Armored Core: Project S.W.A.R.M.	Accall	●	35
Army Men 3D	3DO	●●●	20
Army Men: Sarge's Heroes	3DO	●●	32
Army Men: World War	3DO	●●	34
Assault	Midway	●●●	15
Asteroids	Activision	●●●●	16
Auto Destruct	Electronic Arts	●●●	6
Azure Dreams	Konami	●●●	10
Backstreet Billiards	Asci	●●●●	15
Ballistic	Infogrames	●●●●	27
Baseball 2000	Interplay	●●	21
Bass Landing	AgeTec	●●●	26
Bass Rise	Bandai	●●●	28
Batman & Robin	Acclaim	●	13
BattleTanks: Global Assault	3DO	●●	31
Beast Wars	Hasbro Interactive	●●	5
Big Air	Accolade	●●	20
Bio F.R.E.A.K.S.	Midway	●●	10
Black Bass with Blue Marlin	Hot-B	●●	29
Blast Radius	Psygnosis	●●●●	19
Blasto	Sony CEA	●●●●	8
Bloody Roar	Sony CEA	●●●●	6
Bloody Roar 2	Sony CEA	●●●●	21
Bomberman Fantasy Race	Atari	●●●	19
Bomberman World	Atari	●●●	13
Boombots	Southpeak	●●●	27
Bottom of the 9th '97	Konami	●●●●	1
Brave Fencer Musashi	Square EA	●●●●	15
Bravo Air Race	THQ	●●●	1
Breath of Fire III	Capcom	●●●●	9
Brigandine	Atari	●●●●	15
Broken Sword	THQ	●●●●	5
Broken Sword II	Crave	●●●●	27
Brunswick Circuit Pro Bowling	THQ	●●●●	13
Brunswick Circuit Pro Bowling 2	THQ	●●●●	31
Bug Riders	GT Interactive	●●	3
Bugs Bunny Lost In Time	Infogrames	●●●●	23
Builder's Block	Jaleco	●●●	35
Bushido Blade 2	Square EA	●●●●	14
Bust-A-Groove	989 Studios	●●●●	16
Bust-A-Move 99	Acclaim	●●	19
Bust-A-Move 4	Natsune	●●●●	17
C: The Contra Adventure	Konami	●●	12
Caesar's Palace II	Interplay	●●	15
Cardinal SYN	Sony CEA	●●●	9
CART World Series	Sony CEA	●●●●	3
Castlemania: SotN	Konami	●●●●●	2
Castrol Honda Superbike	Electronic Arts	●●	21
Centipede	Hasbro Interactive	●	22
Championship Bass	EA Sports	●●●●	33
Championship Motocross	THQ	●●●●	25
Featuring Ricky Carmichael	THQ	●●●●	23
Chessmaster II	Mindscape	●●●●	23
Chocobo Racing	Square EA	●●●	23
Chocobo's Dungeon 2	Square EA	●●●	29
Circuit Breakers	Mindscape	●●●	12
Civilization II	Activision	●●●●●	18
Clock Tower	Asci	●●●	2
Clock Tower II	Asci	●●●	2
The Struggle Within	AgeTec	●●●	28
Colin McRae Rally	Sony CEA	●●●●	30
Colony Wars	Psygnosis	●●●●●	4
Colony Wars: Red Sun	Psygnosis	●●●●●	31
Colony Wars: Vengeance	Psygnosis	●●●●	14
Command & Conquer: Red Alert	Virgin	●●●●	4
Contender	Sony CEA	●●●●	17
Cool Boarders 2	Sony CEA	●●●●	3
Cool Boarders 3	989 Studios	●●●	14
Cool Boarders 4	989 Studios	●●●	27

Game names in green indicate a Greatest Hits title. Ratings in red indicate a five-disc score.

Game	Publisher	Score	Issue	Game	Publisher	Score	Issue	Game	Publisher	Score	Issue	Game	Publisher	Score	Issue	Game	Publisher	Score	Issue
Countdown Vampires	Bandai	●●	32	HardBall '99	Accolade	●●	15	N2O	Fox Interactive	●●	11	R4: Ridge Racer Type 4	Namco	●●●●	20	SuperCross Circuit	989 Studios	●●●●	28
Covert Ops: Nuclear Dawn	Activision	●●●	34	Heart of Darkness	Interplay	●●●●	13	Nagano Winter Olympics '98	Konami	●●	6	Railroad Tycoon II	Take 2	●●●●	30	Surf Riders	Ubi Soft	●●	35
Crash Bandicoot 2	Sony CEA	●●●●	3	Hello Kitty's Cube Frenzy	NewKidCo	●●●●	20	NASCAR 98	EA Sports	●●●●	3	Rainbow Six	Red Storm	●	27	Syphon Filter	989 Studios	●●●●	18
Crash Bandicoot: WARPED	Sony CEA	●●●●●	15	Herc's Adventures	LucasArts	●●	22	NASCAR 99	Electronic Arts	●●●●	14	Rally Cross 2	989 Studios	●●●●	15	Syphon Filter 2	989 Studios	●●●●	31
Crime Killer	Interplay	●●●●	12	High Heat Baseball 2000	3DO	●●	22	NASCAR 2000	EA Sports	●●●●	26	Rampage	Midway	●●●	4	Tai Fu	Activision	●●	19
Critical Depth	GT Interactive	●●●●	3	Hot Shots Golf	Sony CEA	●●●●	7	NASCAR Rumble	Electronic Arts	●●●●	31	Rampage 2: Universal Tour	Midway	●	21	T.R.A.G.	Sunsoft	●●●●	20
Croc	Fox Interactive	●●●●	1	Hot Shots Golf 2	Sony CEA	●●●●	30	NBA Fastbreak '98	Midway	●●●	4	Ray Tracers	THQ	●●●●	5	Tactics Ogre	Atlus	●●●●	12
Croc 2	Fox Interactive	●●●●	22	Hot Wheels Turbo Racing	Electronic Arts	●●●	25	NBA In the Zone '98	Konami	●●●	7	Rayman 2: The Great Escape	Ubi Soft	●●●●	35	Tail Concerto	Atlus	●●●●	26
Crusaders of Might & Magic	3DO	●●●●	30	Hydro Thunder	Midway	●●	31	NBA In the Zone '99	Konami	●●●●	19	RC Revenge	Acclaim	●●●●	37	Tales of Destiny	Namco	●●●●	13
CTR: Crash Team Racing	Sony CEA	●●●●●	26	Intelligent Qube	Sony CEA	●●●	2	NBA In the Zone 2000	Konami	●●●●	28	RC Stunt Copier	Titus	●●●●	25	Tarzan	Sony CEA	●●●●	24
CyberTiger	EA Sports	●●●●	27	Intelligence Classic Games	Activision	●●	28	NBA Live 98	EA Sports	●●●●●	3	Re-Volt	Acclaim	●●	26	Team LOSI RC Racing	Fox Interactive	●●●	13
Dark Omen	Electronic Arts	●●●●	9	Int. Superstar Soccer '98	Konami	●●●●	11	NBA Live 99	EA Sports	●●●●	16	Ready 2 Rumble	Midway	●●●●	27	Tekken 3	Namco	●●●●●	9
Darkstalkers	Capcom	●●●●	16	Int. Track & Field 2000	Konami	●●●●	27	NBA Live 2000	EA Sports	●●●●●	28	Red Asphalt	Interplay	●●	3	Tenchu	Activision	●●●●	14
Dead in the Water	ASC	●●●	17	Invasion From Beyond	GT Interactive	●●●	19	NBA ShootOut 98	Sony CEA	●●●●	8	Reel Fishing	Natsume	●●●	3	Tenchu 2: Birth of the			
Dead or Alive	Tecmo	●●●●●	8	Iron Soldier 3	Vatical	●●●●	35	NBA ShootOut 2000	989 Studios	●●●●	30	Reel Fishing II	Natsume	●●	34	Stealth Assassins	Activision	●●●	37
Deathtrap Dungeon	Eidos	●●●	9	Irritating Stick	Jaleco	●●●●	18	NBA Showtime NBA on NBC	Midway	●●●	28	Resident Evil 2	Capcom	●●●●●	6	Tennis Arena	Ubi Soft	●●●	4
Deception III: Dark Delusion	Tecmo	●●●●	31	ISS Pro Evolution	Konami	●●●●●	35	NBA Showtime 99	989 Studios	●●●●	14	Resident Evil 2 Dual Shock	Capcom	●●●●●	13	Test Drive 4	Accolade	●●●	3
Demolition Racer	Infogrames	●●●●	26	Jackie Chan Stuntmaster	Midway	●●●●	30	NCAA Final Four '99	989 Studios	●●●●	18	Resident Evil 3 Nemesis	Capcom	●●●●●	27	Test Drive 5	Accolade	●●●●	15
Destrega	Koei	●●●●	16	Jade Cocoon	Crave	●●●●	23	NCAA Final Four 2000	989 Studios	●●●●	28	Resident Evil: Director's Cut	Capcom	●●	2	Test Drive 6	Infogrames	●●●	25
Devil Dice	THQ	●●●●	13	Jeopardy!	Hasbro Interactive	●●●●	17	NCAA Football '98	EA Sports	●●●●	2	Rhapsody: A Musical Adventure	Atlus	●●●	35	Test Drive Le Mans	Infogrames	●●●	34
Diablo	Electronic Arts	●●●●	8	Jersey Devil	Sony CEA	●●●	10	NCAA Football 99	EA Sports	●●●●●	12	Rising Zan	Agatec	●●●●	24	Test Drive: Off Road 3	Infogrames	●●	26
Die Hard Trilogy: Viva Las Vegas	Fox Interactive	●●	31	Jet Moto 2	Sony CEA	●●●●	3	NCAA Football 2000	EA Sports	●●●●	25	Risk	Hasbro Interactive	●●●	11	Thousand Arms	Atlus	●●●●	26
Dino Crisis	Capcom	●●●●	25	Jet Moto 3	989 Studios	●●●●	26	NCAA GameBreaker 98	Sony CEA	●●●●	4	Rival Schools	Capcom	●●●●	14	Thrasher: Skate & Destroy	Rockstar	●●●●	29
Downhill Mountain Bike Racing	Activision	●●●●	27	Jimmy Johnson VR Football	Interplay	●●	2	NCAA GameBreaker 99	Sony CEA	●●●●	15	Riven: The Sequel to Myst	Acclaim	●●●●●	6	Threads of Fate	Square EA	●●●●	35
DragonBall GT	Bandai	●●	4	Jojo's Bizarre Adventure	Capcom	●●●●●	31	NCAA GameBreaker 2000	989 Studios	●●●●	25	Road Rash 3D	Electronic Arts	●●●	11	Thunder Force V	Working Designs	●●●	13
Dragonseeds	Jaleco	●●	15	Juggernaut	Jaleco	●●	26	NCAA GameBreaker 2001	Sony CEA	●●●	37	Road Rash: Jail Break	Electronic Arts	●●	30	Tiger Woods 99 PGA Tour Golf	EA Sports	●●●●	16
Driver	GT Interactive	●●●●	24	K-1 Grand Prix	Jaleco	●●●●	28	NCAA March Madness 98	EA Sports	●●●●	7	Rogue Trip	GT Interactive	●●●●	14	Tiny Tank	Sony CEA	●●●	16
Duke Nukem: Time to Kill	GT Interactive	●●●●	14	K-1 Revenge	Jaleco	●●●●	18	NCAA March Madness 99	EA Sports	●●●●	18	Roll Away	Psygnosis	●●●●●	13	Tiny Toons: The Great Beanzstalk	NewKidCo	●●●●	18
Duke Nukem: Total Meltdown	GT Interactive	●●●●	5	Kagero: Deception II	Tecmo	●●●●●	14	NCAA March Madness 2000	EA Sports	●●●●	29	Rollcage	Psygnosis	●●●●	19	TOCA 2	Activision	●●●●	27
Dukes of Hazard	SouthPeak	●●	29	Kartia	Atlus	●●●●	12	Necaris: Military Madness	Jaleco	●●●●	17	Rollcage Stage II	Psygnosis	●●●●	31	Tomb Raider II	Eidos	●●●●	4
Dune 2000	Electronic Arts	●●●●	27	Killer Loop	Crave	●●●●	27	Need for Speed III	Electronic Arts	●●●●	8	RPG Maker	Agatec	●●●●●	35	Tomb Raider III	Eidos	●●●●	16
Eagle One: Harrier Attack	Infogrames	●●●●	32	Klonka	Namco	●●●●●	6	Need for Speed: High Stakes	Electronic Arts	●●●●	20	Running Wild	989 Studios	●●●	14	Tomb Raider: The Last Revelation	Eidos	●●●●	29
Echo Night	Agatec	●●●●	23	Knockout Kings	EA Sports	●●●●	16	Porsche Unleashed	Electronic Arts	●●●●	33	Rushdown	Electronic Arts	●●	19	Tombal	Sony CEA	●●●	11
ECW Hardcore Revolution	Acclaim	●●	30	Knockout Kings 2000	EA Sports	●●●●	27	Need for Speed: V-Rally	Electronic Arts	●●	3	SaGa Frontier	Sony CEA	●●●●	8	Tombal 2: The Evil Swine Return	Sony CEA	●●●●	29
Ehrgeiz	Square EA	●●●●	21	Konami Arcade Classics	Konami	●●●●	23	Need for Speed: V-Rally 2	Electronic Arts	●●●●	28	SaGa Frontier 2	Square EA	●●●●	29	Tomorrow Never Dies	Electronic Arts	●●●●	28
Elemental Gearbolt	Working Designs	●●●●	11	Koudelka	Infogrames	●●●●	35	Newman/Haas Racing	Psygnosis	●●	7	Sammy Sosa	Sony CEA	●●●●	1	Tony Hawk's Pro Skater	Activision	●●●●	26
Eliminator	Psygnosis	●●	20	Kurt Warner's Arena	Midway	●●●●	34	The Next Tetris	Hasbro Interactive	●●●●	24	High Heat Baseball 2001	3DO	●●●●	32	Toonstun: Dare to Scare	Vatical	●●●	29
Evil Zone	Titus	●●	25	Football Unleashed	Eidos	●●●●	25	NFL Blitz	Midway	●●●●●	13	Sammy Sosa Softball Slam	3DO	●●●●	33	Toy Story 2	Activision	●●●●	28
Expendable	Infogrames	●●	34	Legacy of Kain: Soul Reaver	Sony CEA	●●●●●	34	NFL Blitz 2000	Midway	●●●●●	24	Scrabble	Hasbro Interactive	●●●	28	Trap Gunner	Atlus	●●●	1
F1 2000	EA Sports	●●●●	33	The Legend of Dragon	Sony CEA	●●●●●	19	NFL GameDay 98	Sony CEA	●●●●●	1	Sentinel Returns	Psygnosis	●●●●	11	Trues of the Deep	Namco	●●●●	13
Family Game Pack	3DO	●●●●	33	Legend of Legaia	Sony CEA	●●●●	35	NFL GameDay 99	989 Studios	●●●●	13	Shadow Madness	Crave	●●●	19	Trick N Snowboarder	Capcom	●●	25
Fantastic Four	Acclaim	●●	3	Legend of Mana	Square EA	●●●●	37	NFL GameDay 2000	EA Sports	●●●●	25	Shadow Man	Acclaim	●●	27	Triple Play '99	EA Sports	●●●●	9
Fatal Fury: Wild Ambition	SNK	●●	30	Lego Rock Raiders	Lego Media	●●	37	NFL GameDay 2001	989 Sports	●●●●	37	Shadow Master	Psygnosis	●●●●	5	Triple Play 2000	EA Sports	●●●●	20
Fear Effect	Eidos	●●●●●	31	Lode Runner	Natsume	●●	4	NFL Xtreme	989 Studios	●●●●	11	Shadow of the Beast	Agatec	●●●●	28	Triple Play 2001	EA Sports	●●●●●	32
Felony 11-79	Asci	●●●●	1	The Lost World: Jurassic Park	Electronic Arts	●●	2	NFL Xtreme 2	989 Studios	●●●●	24	Shanghai: True Valor	Sunsoft	●●●●	20	Turbo Prop Racing	Sony CEA	●●●●	11
FIFA 98	EA Sports	●●●●	4	Lunar: Silver Star Story Complete	Working Designs	●●●●●	22	N.G.E.N. Racing	Infogrames	●●●	35	Shipwreckers	Psygnosis	●●●●	3	Twisted Metal III	989 Studios	●●●	16
FIFA 99	EA Sports	●●●●	17	Madden NFL 98	EA Sports	●●●●	2	NHL 99	EA Sports	●●●●●	15	Silent Bomber	Bandai	●●●●	30	Twisted Metal 4	989 Studios	●●●●	28
FIFA 2000	EA Sports	●●●●	27	Madden NFL 99	EA Sports	●●●●	13	NHL 2000	EA Sports	●●●●	26	Silent Hill	Konami	●●●●	18	Ultimate 8-Ball	THQ	●●●●	22
The Fifth Element	Activision	●●	15	Madden NFL 2000	EA Sports	●●●●●	25	NHL Blades of Steel 2000	Konami	●●●●	28	Sin Theme Park	Acclaim	●●●	2	Um Jammer Lammy	Sony CEA	●●●	24
Fighter Maker	Agatec	●●●●	21	Madden NFL 2001	EA Sports	●●●●●	37	NHL Championship 2000	Fox Interactive	●●●●	27	Skullmonkeys	Electronic Arts	●●●●●	6	The Unholy War	Eidos	●●●●	14
Fighting Force	Eidos	●●●●	3	Marvel SH vs. Street Fighter	Capcom	●●●●	18	NHL FaceOff 98	Sony CEA	●●●●●	2	Sled Storm	Electronic Arts	●●●●	33	Uprising X	3DO	●●●	17
Fighting Force 2	Square EA	●●●●●	29	Marvel Super Heroes	Capcom	●●●●	2	NHL FaceOff 99	989 Studios	●●●●	14	Shadow Tower	Electronic Arts	●●●●	25	Urban Chaos	Eidos	●●●●	3
Final Fantasy Anthology	Sony CEA	●●●●●	5	Mass Destruction	ASC	●●●●	3	NHL FaceOff 2000	989 Studios	●●●●	26	Small Soldiers	Electronic Arts	●●●●	14	Vagrant Story	Square EA	●●●●	37
Final Fantasy Tactics	Sony CEA	●●●●●	1	Maximum Force	Midway	●●●●	2	NHL Rock the Rink	Electronic Arts	●●●●	32	Smurfs	Infogrames	●●●●	29	Vampire Hunter D	Jaleco	●●●●	33
Final Fantasy VII	Sony CEA	●●●●●	25	MDK	Playmates	●●●●	3	Nightmare Creatures	Activision	●●●●	3	Sno-Cross Championship Racing	Crave	●●●	37	Vanark	Jaleco	●●●●	32
Final Fantasy VIII	Square EA	●●●●●	25	Medal Of Honor	Electronic Arts	●●●●	27	Nightmare Creatures II	Konami	●●●●	33	Soul of the Samurai	Konami	●●●	24	Vandal Hearts II	Konami	●●●	27
Fisherman's Bait	Konami	●●●●	1	MediEvil	Sony CEA	●●●●	32	Ninja: Shadow of Darkness	Eidos	●●	15	South Park	Acclaim	●●●●	27	Vanguard Bandits	Working Designs	●●●	33
Fisherman's Bait 2: Big Ol' Bass	Konami	●●●●	27	MediEvil II	Sony CEA	●●●●	32	Nuclear Strike	Electronic Arts	●●●●	3	South Park Rally	Acclaim	●●●●	29	Vegas Games 2000	3DO	●●●●	27
Flintstones Bedrock Bowling	SouthPeak Interactive	●	37	Mega Man Legends	Capcom	●●●●	12	O.D.T.	Psygnosis	●●●●	15	Space Invaders	Acclaim	●●●●	2	Vigilante B	Activision	●●●●	10
Formula 1 '98	Psygnosis	●●●●	15	Mega Man X4	Capcom	●●●●	4	Oddworld: Abe's Exoddus	GT Interactive	●●●●	1	Spawn: The Eternal	Sony CEA	●●●●	4	Vigilante B: Second Offense	Activision	●●●●	29
Formula 1 '99	Psygnosis	●●●●	28	Metal Gear Solid	Konami	●●●●●	14	Oddworld: Abe's Oddysee	GT Interactive	●●●●	1	Spec Ops	Take 2 Interactive	●●●●	34	VR Sports: Powerboat Racing	Interplay	●●	11
Forsaken	Acclaim	●●●●	10	Metal Gear Solid VR Missions	Konami	●●●●	25	One	ASC	●●●●	4	Speed Punks	Sony CEA	●●●●	32	Vs.	THQ	●	3
Fox Sports '99	Fox Interactive	●●	11	Micro Machines	Midway	●●●●●	5	Pac-Man World	Namco	●●●●●	25	Speed Racer	Jaleco	●●	8	Walt Disney World Quest	Eidos	●●●	33
Fox Sports Soccer '99	Fox Interactive	●●	11	Micro Maniacs	Codemasters	●●●●●	32	Pandemonium! 2	Midway	●●●●	3	Spider-Man	Activision	●●●●●	37	Magical Racing Tour	Eidos	●●●●	33
Freestyle Boardin' '99	Capcom	●●●●	18	The Misadventures of Tron Bonne	Capcom	●●●●	31	Parasite Eve	Sony CEA	●●●●	12	Sports Car GT	Electronic Arts	●●●	21	WarGames: DeCon 1	MGM Interactive	●●●	12
Frogger	Hasbro Interactive	●●●●	4	Mission: Impossible	Infogrames	●●●●	28	Parasite Eve II	Square EA	●●●●	37	Spyro 2: Ripto's Rage!	Sony CEA	●●●●	27	Warzone 2100	Eidos	●●●●	22
Front Mission 3	Square EA	●●●●●	31	Missile Command	Hasbro Interactive	●●●●	28	PGA Tour 98	EA Sports	●●●●	3	Spyro the Dragon	Sony CEA	●●●●	13	WCW Mayhem	Electronic Arts	●●●●	26
Future Cop L.A.P.D.	Electronic Arts	●●●●	13	MK Mythologies	Midway	●●●●	3	Pitfall 3D	Activision	●●●●	9	Star Ocean: The 2nd Story	Sony CEA	●●●●	22	WCW Nitro	THQ	●●●	5
G-Police	Psygnosis	●●●●	3	MLB 98	Sony CEA	●●●●	1	Pocket Fighter	Capcom	●●●●●	11	Star Trek: Invasion	Activision	●●●●	37	WCW/No Thunder	THQ	●	17
G-Police 2	Psygnosis	●●●●	25	MLB 99	Sony CEA	●●●●	9	Point Blank	Namco	●●●●	6	Star Wars: Episode I—Jedi Power Battles	LucasArts	●●●	33	Wheel of Fortune	Hasbro Interactive	●●●●	17
G-Darius	THQ	●●●●	13	MLB 2000	989 Studios	●●●●	21	Point Blank 2	Namco	●●●●	20	Star Wars: Episode II—The Phantom Menace	LucasArts	●●●	25	Who Don't Know Jack!	Sony CEA	●●●●	35
Gears	Crave	●●●●	33	MLB 2001	989 Studios	●●●●	33	Pong	Hasbro Interactive	●●●●	27	Star Wars: Masters of Teräs Käsi	LucasArts	●●●	4	Wild Arms 2	Sony CEA	●●●●	33
Gauntlet Legends	Midway	●●●●	32	MLBPA Bottom of the 9th '99	Konami	●●●●	12	Pool Hustler	Activision	●●●●	15	Street Fighter Alpha 3							



This Month's Strategies

Spider-Man	172-175
Tony Hawk's Pro Skater 2	176-177
Chrono Cross	178-183

Top Secret Agents

Kenneth "Slim" Miller, Terry Minnich, Phil Theobald

Sure, you love the tricks and we know you can't live without the accurate hard-hitting strategies represented in Top Secrets. But in our hunt to satiate your every appetite we've added, dare we say, *more*. This month share our excitement as we welcome in a few PS2 tips (the new era is upon us) along with new sidebars that deliver DVD easter eggs and hints on which strategy guides really shine.

Oh, yeah, and if you have any secrets that turn our heads we just might print them.

Send tricks to OPM@ziffdavis.com and title the e-mail *Top Secrets*.

SSX

Getting a Fresh Start

Respawning by touching the Select button can be one of the most effective moves. After falling off your pretty little snowboard you can find yourself in some precarious situations, so consider hitting Select to get out of it. Remember not to push forward on the analog stick once you've started over otherwise you might find yourself doing an unpleasant lip skid into the snow. Also, keep in mind, though, that when you respawn you'll lose a little of that precious adrenaline.

Adding a Helicopter Spin to that Trick

When you're coming off of a big trick and you don't want to risk losing those hard-earned points, there's one little thing you can do. By pressing left or right on your digital pad you'll get an extra 180° added to your point total. It won't break any scoring records, but it's a nice add-on.

Unlocking the Secrets

You'll have to wait until next month's *OPM* to get all the dirt on SSX secrets. So, in the name of fairness, we'll tell you what to do. It's actually quite simple: score golds in all the competitions.

To Grandmother's House

When you're going for gold in the competitions, keep in mind that there are shortcuts *everywhere*. Some are difficult to find and some are highlighted by those glass signs with "SSX" painted on them. If you find the right shortcuts you can shave off as much as 30 seconds from your time.

SPIDER-MAN



Level 2: Sting of the Scorpion!

Race to the Bugle

■ Luckily, the Spidey Compass shows you exactly in what direction you need to swing in order to get to the *Bugle*. The only problem is that the buildings are spaced a bit further apart in this part of town. Just get a good running jump off of a building, and, as you're falling towards the second one, start hitting the R2 button. When you get close enough to the second building, you'll automatically swing over to it. If need be, climb up to that building's roof and continue in the direction the Compass points.



■ The buildings will be crawling with thugs, but don't waste time fighting them. You have to get to the *Bugle* as quickly as possible.

Spidey Vs. Scorpion!

■ Remember: you're not Scorp's primary target. During the battle, if you're not attacking Scorpion, he's running around the office looking for Jameson. If JJJ takes too much damage, he'll be killed and you'll start over.



■ To prevent this, simply don't let up on Scorpion. Impact Webbing Balls are rather effective on him, but if you're running low

on Web Fluid, attack with your bare hands.

■ Try to run around behind Scorpion. Trap him with a bit of webbing to slow him down, then get behind him and deliver a few blows. Don't stay there too long, though. After landing a few punches, jump out of the way to avoid the tail attack.

■ During the battle, Jameson will flee the room and Scorpion will forget about you in order to follow him. Run after the two of them and continue the battle. Repeat whatever technique you've been using and he'll go down soon enough.

Army Men 3D

After you have started the mission, press the Start button to bring up the pause screen. These codes must be put in within about two seconds to work.

Make Sarge Invincible: Hold Square, Circle, L1, L1+L2 (Simultaneously).

All Weapons: Hold Square, Circle, R1, L1, R1+R2 (Simultaneously).

Bust-A-Move 4

Enter these codes quickly at the title

screen while the words "Press Start Button" flash.

More Puzzles: At the title screen, press Triangle, Left, Right, Left, Triangle. You will hear a sound and see a little green spinning icon in the lower-right corner of the screen to confirm that it worked. From the game menu, choose "Puzzle" and then pick "Arcade." Choose your difficulty level and then you'll be able to play a plethora of new stages!

All Characters: Right, Right, Triangle,

Left, Left. You will hear a cheering sound to confirm that it worked.

Tarot Reading: Up, Triangle, Down, Triangle, Up (this opens in the option menu). You will hear a cheering sound to confirm that it worked.

Talk Demonstration: Square, Up, Left, Down, Right, Up, Square, Down, Left, Up, Right, Down, Square. You must put in All Characters and Tarot Reading first, for this to work. You will hear a cheering sound to confirm that it worked.

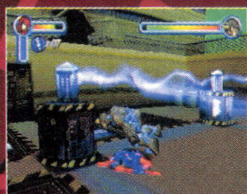
Level 3: Rhino's rampage!

Spidey Vs. Rhino!

■ Rhino isn't too tough to beat. Actually, you can trick him into doing damage to himself. In the area where you fight Rhino are four power generators that create a fence of electricity. Be careful not to touch the current—it damages you and knocks you off your feet. If you stand still long enough, Rhino will charge headfirst at you. Now here's the trick: Stand between Rhino and a power generator. When Rhino runs at you, jump out of the way at the last second. The poor dope will ram into the generator and get zapped. He'll take some damage, but don't try

punching him at this point. Rhino conducts electricity, and you'll get hurt if you touch him.

■ After Rhino hits each generator a couple times, he'll destroy it. Once all the generators are gone, try luring Rhino into the barrels in the corners of the area. They'll explode when he hits them, so try not to be near them when he does. After a bit, he'll take so much damage that he'll do himself in. You almost feel sorry for the guy.



Sewer Cavern

■ You don't have to go into the large pipes jutting out of the wall. Instead, work around the pipes, using the L1 Targeting Mode to swing to each one. After swinging over to the fourth pipe, you'll see a shorter pipe below that sits in front of a door. Swing down to the top of that pipe and then over to the door.



Subway

■ Whenever you defeat a Lizardman on this stage, it will quickly be replaced by another. To avoid having to constantly fight, we found the pacifist approach is best here. Jump from one end of the train to the other and then back again—this should have you avoiding the Lizardmen entirely.



Sewage Plant

■ You will quickly come to a ledge that drops off into a pool of water. Don't fall in, since Spidey's tights apparently absorb a lot of water and cause him to sink. Instead, shoot a web at the large switch on the opposite wall. Hold down L1 and watch the water drain. When the water level falls below the grating on the floor, hop down and run through the tunnel there. At the end of the tunnel, press R1 to shoot up through the ceiling. Act quickly, since the pool only remains drained for a short period of time.



■ Another way through this level is to earn a costume with unlimited webbing. Then, stand in the middle of the train and use the Web Dome technique. The Lizardmen won't be able to touch you, and you'll be able to knock quite a few of them off the train.

Level 4: Enter Venom

Catch Venom



■ At the very beginning of the second part, Venom will jump around on a roof top before flying off in a completely unexpected direction. To make sure you don't lose him, don't bother chasing him around. Immediately head to the left of where you started this part and chase after him when he bolts.



Spidey vs. Venom!

■ Venom can be a bit challenging, but if you've been practicing the Impact Webbing Balls attack, you will have a much easier time.

■ Whatever you do, stay on the ground during this battle. If you try climbing the walls, Venom will pull you down with his webbing.

■ Don't even think about attacking him head-on. He'll grab you and begin licking you, which is damaging. Instead, get into a corner where he can't sneak up behind you. Wait for him to teleport into the arena and shoot him with Impact Webbing Balls. You'll generally get two shots off before he teleports back out. This is the quickest and most effective way to damage him.



Spidey Says...

This guide is written based on the Normal difficulty level. If you play it on Easy, there are fewer enemies and some of the puzzles are easier to solve.

Sewer Entrance

■ After dodging a few Lizardmen, you'll come to a large, open room full of giant pipes. Swing across the pipes to the other side of the room, again, avoiding any conflict.

■ In the next room, there are three switches. Press all of them to open a door back where you first climbed up into the ceiling.

Hidden Switches

■ The switches are in the four corners of the room and only one is active at a time. Head to the left first and hit the glowing green switch. Swing over the pool of water and hit the switch on the other side. Repeat this pattern until all switches are activated.

■ When they've all been hit, the pool will drain and you can enter the door that it was hiding.

Venom's Puzzle

■ The chart below shows which doors are affected by the switches.

Doors marked with a "spider" are affected by the colored switch.

	Door 1	Door 2	Door 3	Door 4
Red				
Yellow				
Green				
Blue				

Press these buttons for the cheater's way out:

•Red •Blue

It's way easier than it looked.

Colin McRae Rally

Open All Tracks: From the main menu screen, choose Championship Mode, then choose "Continue." When asked to enter your name, put in the following password: OPENROADS and then move to OK and press X. You will hear a voice say, "Trick mode enabled." Once you hear this, go back to the main menu screen and choose "Rally." When you go to

choose your track (country), you will see that you can now choose the Super-Special stage in Greece.

Cool Boarders 4

To access these cheats, go to the name entry screen and put in the following passcodes. You will hear a voice say, "Hey, no cheating" to confirm that you've entered the code correctly.

Every Mountain Available: ICHEAT

Every Special Event Available: IMSPECIAL

Crash Bandicoot

All Levels: Enter the following code at the "Password" screen: Triangle, Triangle, Triangle, Triangle, X, Square, Triangle, Triangle, Triangle, Triangle, Square, X, Triangle, Circle, Triangle, Triangle, Triangle, Circle, Square, Triangle, X, X, X, X.

Crash Team Racing

On the main menu screen, hold L1+R1 and press the following button combinations to get the results as shown. You will hear a noise when entered correctly.

Unlock Komodo Joe: Press Down, Circle, Left, Left, Triangle, Right, Down. You can play as Komodo Joe in any mode except Adventure.

Unlock Papu Papu: Press Left, Triangle, Right, Down, Right, Circle,

Left, Left, Down. You can play as Papu Papu in any mode except Adventure.

Unlock Pinstripe: Press Left, Right, Triangle, Down, Right, Down. You can play as Pinstripe in any mode except Adventure.

More Tracks: Right, Right, Left, Triangle, Right, Down, Down.

Invisible Racer (only wheels): Up, Up, Down, Right, Right, Up.

Super Turbo Pads: Triangle, Right, (cont. on page 174)



DVD EASTER EGGS

Alien Special Edition

To access this, go to the main menu of the special features menu. Scroll down to the last choice and then push down once again. Rumor has it there should be an acid-burned hole in the ground that highlights. Click on this for the big surprise.

Austin Powers, The Spy Who Shagged Me

For this egg, go to the main menu and select Special Features. Then do nothing, *nothing!*, for 52 seconds. The Dr. Evil penis rocket shoots up from the bottom of the screen and reveals an icon which accesses a hidden Dr. Evil special feature segment. (This doesn't always work on Toshiba players, due to a bug in the menus which causes the highlight on the special features menu to disappear. If this affects your player, you can access the menu from the remote: On the remote handset, press T, 2, 8, Play, Stop, Menu. Then Dr. Evil's menu should then appear.)

The Blair Witch Project

While on the main menu, click on "Special Features." Then click on the stick figure in the lower-right corner, you'll see a trailer for "The Stand."

Fight Club

On disc 2 of Fight Club, head to the advertising section. Go to the bottom left side of the page, and a small happy face should appear. Press play on your remote, and you can flick through a little catalogue of "real" merchandise to order. It's tough to find stuff, but check on-line auctions if you're really interested. This one isn't really an egg, but it's super cool: Insert DVD #1. You'll see the standard FBI warning, then another warning screen, then another. The third screen goes by very fast. Read the print on that third screen, because it's actually a rant by Tyler Durden. Just another cool extra.

Mallrats Special Edition

The Mallrats DVD has loads of great stuff and an easter egg. In one of the menus highlight the eyes of the toy robot and press play. You'll be greeted by Kevin Smith berating you for trying to find an easter egg on the disc, then plugging his merchandise.



Three Kings

From the main menu select the special features menu. From there, choose the Production Notes. On the main screen for Production Notes, select Origins. On that page click to the right to find an explosive football. Click the football to watch the TV spot for the film.



Spidey Says...

Does the game's narrator sound familiar? If you call yourself a comics fan, he should. That's Spidey's creator (and Mallrats star), Stan Lee talking.

The Lizard's Maze

■ For an easy time, start climbing on the maze's ceiling, past the crushing machinery and turn right down the first passage you come across. Keep going straight down this passage. You'll run into Venom, so hit him again with an Impact Webbing Ball. Continue straight, making sure to climb on the ceiling over the waterway. Soon, you will come across the Lizard, who has been trapped by Venom. Lizard will give you directions out of the maze.

■ It's a little tough to remember the directions all the way through the maze, so here's a quick reminder:

- Head back in the direction you came from.
- Turn right down the third waterway you come across.
- Continue going straight past two crushing machines.
- Turn right into the second passage past the crushers.



Spidey vs. Venom Again!

■ There are four switches in the room: two on the far walls and two more on raised platforms near the other two walls. Hitting a switch will start a flow of water into the pit where Mary Jane is tied up. As Venom fights you, he also turns on the switches to distract you. Whenever one is turned on, drop everything and immediately shut it off. If you have a clear shot at it, the quickest way is to shoot it with a web.



■ When the fight begins, the switch against the far wall has been flipped. Shoot it with webbing to turn it off. Stand in the middle of the room and wait for Venom to reappear. If you have a clean shot at him when he appears, hit him with an Impact Webbing Ball. If he's out of your range, charge after him.



Spidey Says...

If you're having trouble mastering the game's many techniques, check out the Training Mode. Who knows? You may even unlock a few secrets here...

Level 5: the invasion!

Symbiotes Infest Bugle

■ In the second large room you come to, there will be a large, glass window. Punch through the window to free the hostage inside. In the room the hostage ran from there is a grate on the floor. Stand on it and use R1 to fly up into the vent.



Elevator Descent

■ You must reactivate the elevator. Jump onto the wall that's closest to where the symbiote appeared. Climb down and you'll find two recesses in the wall. The switch you need to hit is in the room on the right. Head in there and get ready to fight a symbiote. Take it out and then hit the switch. When the elevator passes the room, jump back onto the top of it.

Stop the Presses!

■ To destroy the generators, punch the pulsating pink blobs on the side of them until they explode. There are four generators in this area to destroy.



(cont. from page 173)

Right, Circle, Left.

Scrapbook Option: Up, Up, Down, Right, Right, Left, Right, Triangle, Right.

"Unlimited" Tricks: After entering one of these next tricks, you will have to reset the game to get a different unlimited object.

Unlimited Wumpa Fruit: Down, Right, Right, Down, Down.

Unlimited Bombs: Triangle, Right, Down, Right, Up, Triangle, Left.

Unlimited Masks: Left, Triangle, Right, Left, Circle, Right, Down, Down.

Unlock a New Racer: On the main menu screen, press and hold L1+R1 simultaneously. With these held, press Down, Right, Triangle, Down, Left, Triangle, Up. You will hear a ringing sound to confirm that you entered the code correctly. Now choose either "Time Trial," "Arcade," "VS," or "Battle." On the player selection screen, you will see a new character at the bottom called "Penta Penguin." Now this character is ready to race in any of the modes except Adventure Mode. At main menu screen (with Adventure,

Time Trial, etc.), press and hold L1+R1 and enter one of these codes (works in any mode except Adventure).

Ripper Roo: Right, Circle, Circle, Down, Up, Down, Right.

N. Trophy: Down, Left, Right, Up, Down, Right, Right.

Cyber Tiger

From the course select screen, press the Circle button and enter one of these codes as a password to open up new courses.

Bugle's Basement

■ This level can be a bit of a maze, so try not to get lost. First off, run forward and enter the first (and only) room to the left. Dodge the steam and symbiotes in here and destroy the first generator. Before leaving, hit the switch in here to open up where you need to go.



■ Leave the room and head left. The switch opened up a passage across a fire pit. Swing across and keep going straight until you reach another gate. Did you see that strange figure run down the hall here? We're going to find him. Hit the switch near the gate and run right.

■ When you reach an intersection, take a left and run over to the gate here. Turn right into the passage just in front of the grate. There will be a Web Fluid icon and a symbiote will most likely attack you. Climb the wall here to find a room with a switch. Throw the switch and leave.

■ When you get back out to the hallway, go down the hallway that is right next to the one you were just in. A wall has slid away, giving you access to a secret room containing the last generator.

Spidey vs. Mysterio!

■ There are three levels that you need to attack him from, with two conduits on each. It's easiest if you start from the bottom and work your way up, since that puts you in the prime position for his second attack wave.

■ As you blast the conduits with your Impact Webbing Balls, dodge his attacks, which consist of him trying to stomp you or punch you. When you're on the highest level, he'll also grab at you, which actually does quite a lot of damage.

■ Once you blow up all the conduits, Mysterio goes berserk and starts to really attack. If you're not on the top platform, get there. Immediately start blasting him with Impact Webbing Balls. You'll take some damage from the lasers he shoots and from the newly electrified floor, but if you keep pounding him non-stop, you should stop him before he kills you.

Cyber Badlands Course: HARESO
Cyber Canyons Course: NAMOPI
Cyber Sawgrass Course: SECARE
Cyber Summerlin Course: PORA-SO (Now you have your choice of courses!)

Duke Nukem: Time to Kill

To change the appearances of Duke and the enemy, pause the game and enter one of these codes.

Big Head Enemies: R1, R1, R1, R1,

R1, R1, R1, R1, Left.

Big Head Duke: R1, R1, R1, R1, R1, R1, R1, R1, Up.

Tiny Head Duke: R1, R1, R1, R1, R1, R1, R1, R1, Down.

Note: If you have Big Head Duke and want it to be Tiny Head, just enter the Big Head code again.

Duke's head will shrink back to normal and you can put in the Tiny Head code. Otherwise, it will not work. Do the same for Tiny to Big. Pause the game and enter these

Level 6: the masterminds

Waterfront Warehouse

■ Before leaving this section of the warehouse through the small doorway in the wall labeled "This way up," turn around to find a Spidey Armor power-up hidden with a stack of crates. Once you collect that, climb up the wall and through the door.

Stopping the Fog



of New York. Before doing that, though, you must flip the switch in this room to unlock the Port Rooms.

Spidey vs. Carnage!

■ You're going to have to use the Webbing Yank to throw Carnage into the sonic bubble.

■ The best way to do this is to snag him with the Webbing Yank right when the battle begins. Don't give him a chance to move before snagging him and tossing him into the bubble. He'll take damage and the bubble will soon dissipate, allowing him to wander out of it.

■ As he's stumbling out of the bubble, run around to where he is and use the Webbing Yank once again to send him back into the bubble. If you're skilled with the Yank, you can repeat this process until he's dead.



■ If you miss, however, run away from him and wait until there's enough distance between you and him to toss him in again. Don't bother with any other attacks since they have little to no effect.

codes at a slow but even pace. If you enter them too fast, they might not work.

Infinite Ammo: L, R, L, R, SELECT, L, R, L, R. Select All Weapons: L1, L2, Up, L1, L2, Down, R1, Right, R2, Left.

All Inventory: R1, R1, R1, R1, R1, L2, L2, L2, L2.

All Keys: Up, Right, Up, Left, Down, Up, Right, Left, Right, Down.

Invisible: L1, R1, L1, R1, L1, R1, L1, R1, L1, R1.

Underwater Trench



■ Get a good running start before leaping to each platform, then swing to the next one closest to you.

Spidey vs. Doc Ock!

■ As the battle commences, run in a circle around him, dodging his flailing tentacles as you go. Soon, you will hear the grinding of moving machinery, signifying that one of the shield's four "On" buttons have been lowered. Pressing all four of these buttons turns off the shield for a short period of time.

When you press a button, the shield will extend out into your path, but it's easily jumped as you continue circling Doc Ock.



■ When all the buttons have been pressed, the shield goes down and Doc Ock becomes immobile. Start blasting him with Impact Webbing Balls until the shield recharges itself.

Spidey vs. ???

■ We're not going to spoil things by revealing who the mysterious final boss is, but needless to say, it's pretty cool.

■ Don't try running from this enemy. The only way you can keep far enough ahead is by constantly swinging. Watch the shifting perspective, as it can throw you off when you need to swing around a corner.



■ When you reach an orange colored area of the tunnel, that's your cue to use R1 to shoot up to the next level. It's easy to fall behind in these areas, so make sure you don't waste a moment.

"Time To Kill." Select it and press Right or Left to choose the level you want to go to. Press X to start playing.

Fear Effect

Press Start on the title screen, then go to the "Options" screen. From there, access the "Credits" option. On the "Credits" screen, enter any of the codes shown below. You will see the screen flash and hear a gunshot if entered

(cont. on page 176)



MADDEN 2001

QB'ing like a Stud

Audible at the line

Once you've got your play in and you're checking out the defense, think about audibles at the line. One cool feature are the wide-out hot routes. Tap Triangle then hold down a button that corresponds to a receiver. Push up for him to go straight out, left for him to cut left, right to cut right, and down to do a curl route.

Set your feet

It's a bad habit to run away from the line before throwing, so don't. Stop running, pause, then throw the ball. It'll help accuracy.

Use the QB touch

Don't always hold the button down when throwing the ball. And just tapping the ball will throw a deep ball effectively. Use both, depending on the situation.

Throw to your running back

Screen passes are a key to success. Use your running backs when you need small yardage, though it can turn into a big play.

Run Like a Man

Shake your moneymaker

When you're taking the hand-off, there's rarely a time when you go untouched to the end zone. Use your jukes to avoid one-on-one confrontations, your stiffarm when a tackler is coming from your side, and the spin move when someone's coming at an angle. Get used to using all three to really make a great run.

Don't hammer X

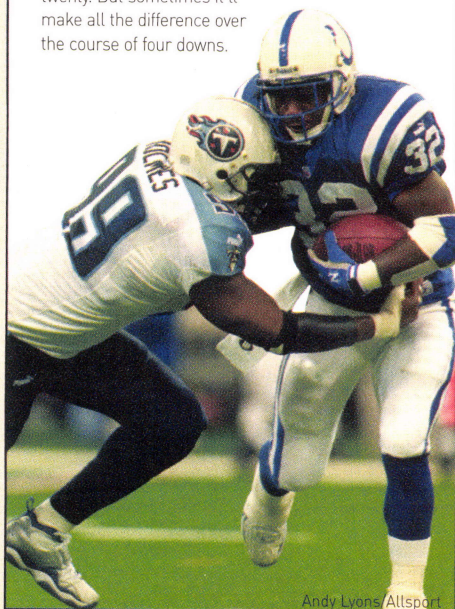
It's easy to want to turbo into situations, but lay off the X button until the time is right. If you use X, it takes a stride or two until you can effectively use your special moves.

When no move is the best move

Sometimes, *not* juking or using a spin is better than any running tactic against human opponents. Let them miss you by just varying your running speed and break for the goal line.

Diving board

It's tough to convince yourself to leave your feet for two yards when you really want to break off another twenty. But sometimes it'll make all the difference over the course of four downs.



Andy Lyons/Allsport

TONY HAWK'S PRO SKATER 2

Building Up

In the first Tony Hawk's Pro Skater, your attributes grew as you bought new boards. In THPS2, however, you have to purchase individual skills, including Air, Hang Time, Ollie, Speed, Spin, Landing, Switch, Rail Balance, Lip Balance and Manuals. What you choose is based on what you want your skater to be. Spend your money wisely, though. There may be a time when you'll need big air to net the big bucks, but you won't be able to get there because you were too "Manual crazy."

Giving 'Em Some Lip



One of the coolest new additions to THPS2 is the ability to do some sweet lip tricks. If you've got good balance, you can hold these babies to run up some mondo scores. There's the sweet Nosestall, two variations of the Rock & Roll and the Disaster, which looks thrillingly sweet. They're not tough to do, but you'll have to break the habit of always holding down X when you're skating around. To do these, just go at a lip (without holding X, didn't you hear us the first time!) and push a direction and Triangle. Voila!



New Faces, Old Names



Steve Caballero

Steve Caballero rose to the top of the Vert rankings as a founding member of the Bones Brigade during the '70s and '80s. Cab conquered a 44-stair rail last year with a boardslide. He's been skating forever.



Eric Koston

Eric Koston makes switch and nollie skating look easy. A skateboarding chameleon, he can mimic other riders' styles and tricks with amusing clarity. The eponymous K-grind bears the imprint of his innovative legacy.



Rodney Mullen

A freestyle world champion 35 times over, Rodney brought his mind-boggling board-flipping skills to the street skating scene in 1990. The kickflip, underflip, impossible, casper and darkslide are just a few of the patents on his résumé.

(cont. from page 175)
correctly.

999 Ammunition: L1, Triangle, Up, Down, Circle, Circle, Triangle, Square, Left, Triangle.

Unlimited Health: L1, Triangle, Up, Down, Circle, Circle, Triangle, Square, Right, Square.

One-Hit Kills with Firearms: L1, Triangle, Up, Down, Circle, Circle, Triangle, Square, Down, R1.

Suicide Mode (NPCs are stronger): Down, Down, Down, Triangle, Down,

Down, Down, Square, Left, Right.

FIFA 2000

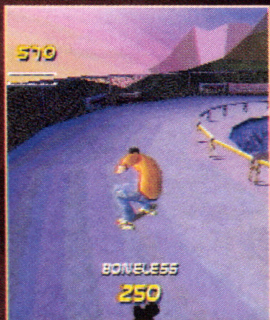
Hidden Super Teams: After choosing a mode of play, go to the team select screen and cycle through the categories until you see "Rest of the World." Now move down to the teams and cycle through until you see four EA teams (EA1 through EA4). These special Electronic Arts teams have very high attributes. For a perfect team, scroll

through until you reach a team called Special Guests. This incredible team has full attributes.

Frogger

Once you do either of these tricks, you'll see the results in text on the bottom of the screen.

All Zones Open: Pause the game during play and press Right, Square, Triangle, Square, Triangle, R1, L1, R1, L1, Circle.



Mad Phat Ollie Air

Before you start skating around, you'll need to learn how to do the Boneless (formerly the Fastplant). It's a must for racking up some sweet points by doing it before you start tricking out and doing mad multipliers. To accomplish it, tap Up twice while holding down X—once you let go, you'll get more height than you would from a simple ollie, plus it'll start a combo string. Some quick advice: If you know you're going to do a Boneless, don't try timing it by holding X, tapping Up twice, and then releasing X. Instead, hold X and keep tapping Up until you're ready to do the move. You can tap two times or 200 times—just release X when you're ready to go.

Switch It Up

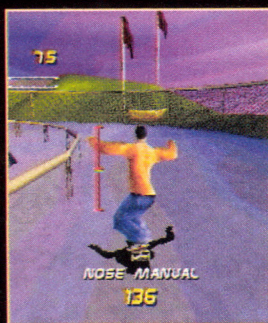
Tapping R2 while skating around will move your feet to Switch position (Tap R2 again to go back to normal). Most skaters won't be as good in Switch unless you've focused your energies on it when building up your skater's repertoire. Switch skating will help you rack up bigger points, but keep in mind that this position will really tie up your efforts when you're trying to score big air.

Perfectly Sloppy

Landing a big air trick is good, but doing it just right is better. If you nail a "perfect" landing, the score will increase by 25 percent; if you blow it and land "sloppy," on the other hand, you'll take a negative 10 percent hit.

Un-kept Secrets

Everything you see should be accessible in THPS2. Where there's a will, there's a way, and where there's a way, there's \$20 floating around for you to pick up. Secret areas can be anywhere, but don't think doing a trick around a gate necessarily opens it. Grind everything. Ollie over everything. Basically, do everything to everything to find out what works and what doesn't.



Wheelies!

If you want big points, get acquainted with the sweetest addition to the new game. There are two different kinds of Manuals: the Nose Manual and the everyday watch-three-hours-of-television-and-have-two-pork-chops-for-dinner kind of Manual. The Nose Manual can be done by pressing Down then Up while in the air. Usually there's not much time to do it, so be quick. The standard Manual is done by pressing (you guessed it) Up then Down. Here's a bit of trick advice: Lean backward when you're doing a Nose Manual so you can squeeze every itty-bitty point out of the move. Leaning back let's you land on the wheels of your board so you don't wipe out. Simple stuff. The opposite is true for the standard Manual. Just start leaning forward and you'll save yourself a headache.



Me Fell Down

When you've fallen hard, get up...and fast. Unlike its predecessor, THPS2 offers a feature where you can hammer the bejesus out of the X button once you've fallen so your baggy-pant wearing boarder will get up even faster! Yippee!



Dropping In

If you're dropping off a ledge (a little move those in the business call a "Leap of Faith") or if you've just got a long, hard drop in front of you, you'll have to think about landing. Tap X right when the board hits to sustain your balance. Obviously, the higher your landing rating, the easier it is to land.



Driving Up a Wall

If you see a place that seems inaccessible, go up the wall to get there. To pull off the Wall Ride, take a flat approach to the wall (we recommend taking anything less than a 30-degree angle), then do an ollie or Boneless (this must be carefully timed), then hold down X. This should get you fairly high up the wall. If you hit X again while in the Wall Ride, you'll end up doing a Wallie, which will let you go up even higher. Being able to Wallie is a big key to the game, so keep it in mind at all times.

Infinite Lives: Pause the game during play and press Right, Square, Triangle, Square, Triangle, X.

Gex 3: Deep Cover Gecko

Debug Menu: Press START to pause the game in the middle of play. Hold R2 and press Up, Circle, Right, Up, Left, Right, Down. A confirming sound should be heard if done correctly. While playing, press SELECT to see the Debug

menu. This menu gives you options such as choosing your starting level and more!

Invincibility: To make Gex invincible, press Start to pause the game and hold L2. With L2 held, press Down, Up, Left, Left, Triangle, Right, Down. Now you won't lose any paws when you are hit!

Blabbermouth Gex: To hear all of Gex's phrases, press Start to pause the game and hold L2. With L2

held, press Down, Right, Left, Circle, Up, Right. Press the Select button to hear Gex's comments whenever you want.

Grand Theft Auto 2

From the main menu, access "Play" and then "Player Name." Enter the name of your player as one of these codes for the results shown.

No Police: LOSEFEDS

10,000,000 Points: BIGSCORE

Multiplier x5: HIGHFIVE

All Weapons: NAVARONE

Unlimited Energy: LIVELONG

Most Wanted: DESIRES (Your "wanted" level is maxed out.

Everyone will be after you.)
Level Select: When asked to enter your player's name, put in ITSALLUP on the entry screen. Now you can choose your level!

Jade Cocoon:

Story of the Tamamayu

Free Mugworts: Start a new game and go through the entire introduction sequence until you get to Koris in Beetle Forest. He will be waiting to train you. Talk to him, then go to attack and defend. He will give you a free Mugwort to start with, then you must disobey his commands while in training. He will make you start over, but you will still have the

(cont. on page 178)



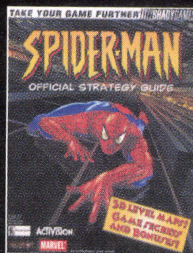
STRATEGY GUIDES

If you're going to throw down green for a strategy guide it better take you through the game, give you tips and secrets that a normal gamer wouldn't think of and it should be an overall supplement. From now on Top Secrets, the world's favorite Tricks section, will review strategy guides on how effective they are. We're scoring them on a five-disc scale that's easy to figure out. Cheat on!

Chrono Cross**Brady Games Official Strategy Guide**

If ever there was a game that required a guide it's Chrono Cross, and you can't go wrong with this official book. Using a colorful, organized layout it outlines how to get all 45 characters in the game and unlock every secret. What's better, the book doesn't take you by the hand and walk you through the entire thing. Rather, it only points you in the right direction, allowing you to enjoy the experience.

Final Score ●●●●●

www.bradygames.com**Spider-Man****Brady Games Official Strategy Guide**

This is one ugly guide. Not to mention a waste of space. The few areas with text use a large, garish comic book font that's painful to look at when it fills a page. The cover promises "Game Secrets and Bonuses!" but pre-

pare for a disappointment. There's only one measly cheat code (trust us, there's much more than one!) and how to find hidden costumes. It does reveal the locations of the 32 comic covers and has nice 3D maps, so if you need it for that it comes through swimmingly.

Final Score ●●●●

www.bradygames.com**Madden NFL 2001****Prima's Official Strategy Guide**

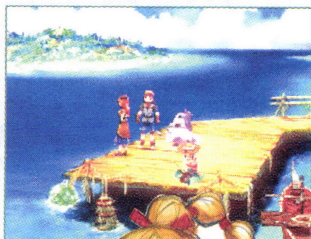
If you know spit about football you'd be wasting your money on this guide. Of the 176 pages only about one-sixth of them are even remotely useful. The others are filled up with info about teams that can be found within the game itself. There's nothing to help you improve your game. Don't waste your time.

Final Score ●●

www.primagames.com**Resident Evil Survivor****Prima's Official Strategy Guide**

There's really no cause to buy this guide. The game is not stacked with difficulty, because it's not that deep. It gives you a room-to-room walkthrough, but most of the captions basically tell you to "shoot the zombies." Duh. Only the back page tells you the things you really need to know, like achieving an "S" rank, but we'll bring you that in the following months and save you the money.

Final Score ●

www.primagames.com**Section 1 VISION QUEST****Location:** Mystery Opening Dungeon.**Plot Progression:** Activate the teleport pad in the main area by using the device in the room to the northwest.**Miscellaneous:** ① You start the game with Serge and Kid, but your third party member will be chosen at random.**ENEMIES**

Name	HP	Innate	Gold	Items	Stolen Items
Cybot	100	Yellow	0 N/A	Tablet	N/A
Alphabat	100	Black	69 N/A	Tablet	N/A

Section 2 SLEEPING IN**Location:** Arni Village.**Plot progression:** Speak to Leena at the pier, then leave Arni Village and head southwest to Lizard Rock.**Possible Party Members:** Poshul - Give her a Heckran Bone.**Miscellaneous:** ① Join Radius' lecture in the field for battle training.

② Talk to Gonji to learn about using Key Items.

Section 3 DRAGON SLAYER**Location:** Lizard Rock.**Plot Progression:** Get the Komodo Dragon Scales by defeating three Komodo Dragon pups at Lizard Rock, then use the northwest exit to reach Opassa Beach, where Leena is waiting for you.**Catching the Komodo Dragon Pups**

Starting Area: Walk toward the pup slowly so it runs through the cave, but not into the water, then push the nearby rock in front of the cave. Next, slowly walk around to where the dragon is, and when he runs into the blocked cave you'll be able to catch him.

Left Area: Chase the pup around the circular path until you catch it.**Lower Area:** Jump onto the pup from the high ledge toward the center.

Miscellaneous: ① You can push the large purple rocks. ② Enemy HP is reduced by approximately 1/2 if you're alone. ③ There is a hole behind a bush at the lower left of the left area. ④ You'll fight the Mama Komodo Dragon after you beat all three Komodo Dragon pups.

(cont. from page 177)

Mugwort: Repeat this process and he will keep giving you Mugworts. This way you can build up your Mugworts without effort!

Knockout Kings 2000

Pulsating Heads: Go into Career Mode and create a new boxer. When asked to enter your name, put in THROB and then select your Gym. You will see the boxer's head shrink and grow repeatedly.

Unlock Mills Lane: Go into Exhibition and fight a match in any weight class. During the fight, you must be disqualified by giving your opponent a kick to the stomach three times. Do this by pressing Triangle+Square+Circle+X simultaneously. Once the match is called, you will be taken back to the "Exhibition" screen. Choose the Middleweight class and scroll over until you see Mills Lane!

Legacy of Kain: Soul Reaver**Refill Health:** Hold L1 and press Down, Circle, Up, Left, Up, Left.**Next Level Health:** Hold L1 and press Right, X, Left, Triangle, Up, Down.**Maximum Health:** Hold L1 and press Right, Circle, Down, Up, Down, Up.**Refill Magic:** Hold L1 and press Right, Left, Triangle, Right, Down.**Maximum Magic:** Hold L1 and press Triangle, Right, Down, Right, Up.

ENEMIES

Name	HP	Innate	Gold	Items	Stolen Items
Komodo Pup	28	Blue	24	Bone, Komodo Scale	Tablet, Medicine
Beach Bum	33	Blue	25	Tablet, Humour	Medicine, Cure Plus
Sand Squirt	27	Blue	18	Fang, Scale	Tablet, N/A
Mama Komodo	152	Blue	216	Fang, Tablet	N/A

Section 4 SLIDING DOORS

Location: Opassa Beach, Alternate Lizard Rock.

Plot Progression: Talk to Leena. After you regain consciousness, return to Arni Village (alternate).

Miscellaneous: ① Enemy HP is reduced by 1/2 if you're alone.

ENEMIES

Name	HP	Innate	Gold	Items	Stolen Items
Sand Squirt	27	Blue	18	Fang, Scale	Tablet, N/A
Opah Fish	41	Red	32	Bone, Scale	Ointment, Tablet
Beach Bum	33	Blue	25	Tablet, Humour	Medicine, Cure Plus
Komodo Pup	28	Blue	24	Bone, Feather	Tablet, Medicine

Section 5 THE ONLY DIFFERENCE...

Location: Alternate Arni Village.

Plot Progression: Talk to Leena at the pier, then head northwest to Cape Howl (alternate).

Miscellaneous: ① Tell Leena "I'm Serge!" when talking to her at the pier.

Section 6 ONE FOOT IN THE GRAVE

Location: Alternate Cape Howl.

Plot Progression: Inspect the grave at the tip of Cape Howl.

Possible Party Members: Kid - Answer "Travel together" when Kid asks if she can join you.

ENEMIES

Name	HP	Innate	Gold	Items	Stolen Items
Beach Bum	33	Blue	25	Tablet, Humour	Medicine, Cure Plus
Sand Squirt	27	Blue	18	Fang, Scale	Tablet, N/A
Karsh	120	Green	220	Bone Axe, Power Glove	Copper, Power Glove
Solt	53	Yellow	40	Ivory Vest, Copper	Tablet, Silver Loupe
Peppor	63	Yellow	40	Ivory Helmet, Copper	Tablet, Knee Pad

Section 7 DOESN'T FEEL LIKE HOME

Location: Alternate Arni Village.

Plot Progression: After you spend the night in Arni, head north to Fossil Valley (alternate).

Triangle, Left.

Pass Through Barriers: Hold L1 and press Down, Circle, Circle, Left, Right, Triangle, Up.

Wall Climbing: Hold L1 and press Triangle, Down, L2, Right, Up, Down.

Hurt Raziell: Hold L1 and press Left, Circle, Up, Up, Down.

Force: Hold L1 and press Left, Right, Circle, Left, Right, Left.

Constrict: Hold L1 and press Down,

Up, Right, Right, Circle, Up, Up, Down.

Force Glyph: Hold L1 and press Down, Left, Triangle, Down, Up.

Stone Glyph: Hold L1 and press Down, Circle, Up, Left, Down, Right, Right.

Sound Glyph: Hold L1 and press Right, Right, Down, Circle, Up, Up, Down.

Water Glyph: Hold L1 and press Down, Circle, Up, Down, Right.

Fire Glyph: Hold L1 and press Up, Up, Right, Up, Triangle, L2, Right.

Sunlight Glyph: Hold L1 and press Left, Circle, Left, Right, Right, Up, Up, Left.

Shift at Any Time: Hold L1 and press Up, Up, Down, Right, Right, Left, Circle, Right, Left, Down.

LUNAR:
Silver Star Story Complete
Lords of Lunar Mini-Game: Insert

the "Making Of Lunar" disc. Then, when the video sequence of the making of game begins, press Up, Down, Left, Right, Triangle, Start. You will be taken to a new title screen called, "Lords Of Lunar!" You and one other player can battle against six computer players. Choose your character for the castle you defend, set up your options and more!

Marvel vs. Capcom

Hidden "EX" Option: Press Start at the title screen. When the main menu appears, highlight "Option," press and hold Select and then press Start. The "EX" option will appear and you'll be able to choose your vitality, recovery speed, a full hyper combo gauge and more!

MediEvil II

Cheats Menu: Press Start to pause
(cont. on page 180)

Possible Party Members: Mojo - Give Kiki's father the Shark Tooth.

Leena - You must have refused to let Kid join your party at Cape Howl.

Poshul - You must have refused to let Kid join your party at Cape Howl, or have had her in your party previously.

Section 8 THE DINGO ATE YOUR BABY

Location: Alternate Fossil Valley.

Plot Progression: After finding three Key Items here, exit to the northwest on the lower path to reach Alternate Termina.

Miscellaneous: ① To be allowed access to the higher ground, answer "Yes, we are" when you talk to the man by the rope ladder. ② The Heavy Skull is a part of Skelly, a character you'll acquire later.

ENEMIES

Name	HP	Innate	Gold	Items	Stolen Items
Bubba Dingo	28	Red	8	Fur, Fireball	Fur, Cure Plus
Mama Dingo	69	Red	10	Leather, Magma Bomb	Cure, N/A
Drongo	42	Green	60	Seed, Aero Saucer	Tablet, Heal
Dodo	161/220	White	102	Feather, Bone	Feather, Purify
Solt	88	Yellow	80	Electro Jolt, Copper	Ivory Helmet, Turn Black
Peppor	94	Yellow	80	Uplift, Copper	Ivory Helmet, Tablet

Section 9 WHO TO HELP?

Location: Termina (alternate).

Plot Progression: Find one of three possible party members (Guile, Nikki or Pierre) to sneak into the Viper Mansion (alternate) with.

Possible Party Members:

Kid - If she wasn't previously with you, find her by talking to the man polishing Lord Viper's statue. Answer "OK, let's go!" when she asks to join up with you.

Guile - Ask for his help when you talk to him in the Dragon's Tail Bar. Next, seek out Korch near the shrines to hire his boat for 100 G (skip to Section 10).

Nikki - Talk to the band member in the ship docked at the left side of the city, then answer "OK, rock on!" when Miki asks you to search Shadow Forest.

Next, head east to Shadow Forest (skip to Section 11).

Pierre - After talking to Pierre in his room at the Blacksmith's house, get his medal back from the child in the yard outside. Give the Hero's Medal to Pierre, then answer "OK, let's go." Head to Viper Manor (skip to Section 12).

Miscellaneous: ① You must talk to Kid at Lord Viper's statue before anyone else will join you. ② You can trade elements for materials at the Trading Post.

③ At the Shrines, give the Bellflower to Glenn and Riddel. ④ Tell the street merchant that he's charging "Too much" for the Viper Churros and to lower his price to 50 G. Each time you come back to him, you'll get one for free.

⑤ Have Mojo inspect the training dummy in the yard outside Pierre's room.

⑥ The Profiteer Purse increases the amount of gold received after battles.

⑦ Tell Van "I think it's good."



TOP SECRETS

Section 10 DANGER! FALLING ROCKS!

Location: Rocks behind Viper Manor (alternate).

Plot Progression: Make your way up to the grounds of Viper Manor, then skip to Section 13.

ENEMIES

Name	HP	Innate	Gold	Items	Stolen Items
Gobledygoon	48	Red	87	Magma Bomb, Antitoxinal Cap	Ointment, Bronze Swallow
Loch Nest	45	Green	52	Eyeball, Antidote	Antidote, Seed
Acacia Private	73	Yellow	160	Photon Ray, Tablet	Ivory Helmet, Capsule
Blue Moaman	140	Blue	140	Feather, Ice Blast	Ice Lance, N/A
Red Moaman	151	Red	140	Feather, Fire Pillar	Magma Bomb, N/A
King Moaman	250	Black	280	Gravity Blow, Power Glove	Feathery Dress, Copper

Section 11 WELCOME TO THE JUNGLE...

Location: Shadow Forest (alternate).

Plot Progression: Find Nikki, then make your way onto the grounds of the Viper Manor (alternate). Once there, skip to Section 13.

Possible Party Members: Nikki - Find him after helping him battle the Cassowarys. Answer "Sure."

Miscellaneous: ① Use the Aroma Pouch on plants that have colored berries, then use the aroma to attract "like-colored" monsters to the large sleeping enemies blocking your progress. ② The Angry Scapula is a part of Skelly. ③ Block the hole where the Gerridaes are coming from with the large rock.

ENEMIES

Name	HP	Innate	Gold	Items	Stolen Items
Bulb	49	Green	86	Seed, Bushbasher	Tablet, Bronze Pick
Cassowary	98	Yellow	83	Uplift, Feather	Ivory Mail, Electro Jolt
Cuscus	54	Green	36	Tablet, Eyeball	Electro Jolt, Tablet
Dodo	175	White	140	Feather, Bone	Feather, Purify
Quadffid	208	Green	314	Seed, Bushbasher	Antidote, Bat Eye
Solt	84	Yellow	80	Copper, Electro Jolt	Turn Black, Ivory Helmet
Peppor	94	Yellow	80	Copper, Uplift	Ivory Helmet, Tablet
Zoah	210	Yellow	300	Ivory Mail, Bronze Glove	Knee Pad, N/A
Gloop	48	Blue	15	Humour, Poultice Cap	Humour, N/A
Gerridaes	54	Blue	98	Scale, Aqua Beam	Antiviral Cap, Medicine
Wraith	210	Black	400	Leather, Gravity Blow	Copper, Gravity Blow

Section 12 KNOCK, KNOCK...

Location: Viper Manor Gates (alternate).

Plot Progression: With Pierre in your current party, choose "Charge" or "Think up a plan" when turned away at the front gate. Once on the main grounds, skip to Section 13.

ENEMIES

Name	HP	Innate	Gold	Items	Stolen Items
Acacia Private	73	Yellow	160	Photon Ray, Tablet	Ivory Helmet, Capsule
Acacia Sergeant	87	Yellow	180	Copper, Meteorite	Bronze Helmet, Capsule
Solt	157	Yellow	249	Copper, N/A	Bronze Vest, Dancing Shoes
Peppor	189	Yellow	250	Brace, Magic Ring	Plaster Cap, Power Glove
Ketchop	270	Yellow	1	Silver Earring, N/A	Tablet, Power Glove

Section 13 BREAKING AND ENTERING

Location: Viper Manor (alternate).

Plot Progression: Get the Manor Key from the stables out back, then enter Viper Manor through the front door. Make your way to General Viper's room on the top floor.

Miscellaneous: ① Choose "What do I do?" for instructions on feeding the dragons in the stable. ② Talk to Glenn in the Dining area. Follow him to the Guard's quarters and inspect the rear wall once he moves to find the combination for the trapped door in the main entryway. ③ The password for the Treasure room is to not choose a selection. ④ Unlock Pip's cage in Luccia's lab so he can escape later. ⑤ Inspect the desk in the General's room to draw Lynx out.

ENEMIES

Name	HP	Innate	Gold	Items	Stolen Items
Acacia Private	73	Yellow	160	Photon Ray, Tablet	Ivory Helmet, Capsule
Acacia Sergeant	87	Yellow	180	Copper, Meteorite	Bronze Helmet, Capsule
Will O'Wisp	44	Red	78	Tablet, Ointment	Capsule, Fire Pillar
Gobledygoon	48	Red	87	Magma Bomb, Antitoxinal Cap	Ointment, Bronze Swallow
Portalgeist	335	Yellow	210	Capsule, Eyeball	Heal, Magnify
Wraith	210	Black	400	Leather, Gravity Blow	Copper, Gravity Blow
Li'l Boxer	67	Yellow	100	Ice Lance, Meteorite	Heal, Electro Bolt
Big Boxer	78	Yellow	100	Aero Saucer, Electro Jolt	Dancing Shoes, Heal
Potty	366	Yellow	139	Brace, Copper	Capsule, Upheaval
Bulb	49	Green	86	Seed, Bushbasher	Tablet, Bronze Pick
Gloop	48	Blue	15	Humour, Poultice Cap	Humour, N/A
Neo-N-Bulb	156	Green	200	Aero Saucer, Eagle Eye	Seed, Heal
Roborg	315	Yellow	400	Copper, Electro Bolt	Capsule, Screw
Man-Of-War	96	Black	120	Capsule, Heal	Gravity Blow, Iron
Man-At-Arms	154	Black	154	Bronze Mail, Heal	Hell Soul, Iron
Marcy	500	Blue	780	Ice Blast, Iron	Silver Loupe, Dancing Shoes
Lynx	860	Black	500	Pendragon Sigil C, Gravitonne	Magic Ring, Power Glove

Section 14 TERMINA ILLNESS

Location: Guldove (alternate), Termina (alternate).

Plot Progression: Talk to Chief Direa, then board Korch's boat at the dock and set sail for Termina. From there, head to Viper Manor (alternate).

Miscellaneous: ① The Pelvic Bone is a part of Skelly. ② If you chose not to help Kid, talk to Korch in his house so you can borrow his boat. ③ To get the Brass Rod, you must have gotten the Dragoon's Honor from Viper Manor with Guile. ④ Bring Glenn to see the two boys not speaking to each other in the house behind the Blacksmith's house.

Possible Party Members: Macha - Choose "...I don't know" and "...There's nothing we can do" when asked what you're going to do about Kid. Find Korch in his house and attempt to borrow his boat. In Termina, after seeing Glenn, talk to Macha at the dock and choose to "Let her join."

Korch - Choose "Find a way to save her" when Korch asks what you're going to do about Kid. He'll then join your party in Termina.

Glenn - If you've chosen not to save Kid, find Glenn at the Flowerstand in Termina, then speak to Macha at the dock. When Glenn shows up, choose to "Let him join." Having given him the Bellflower at the shrines earlier may play a role in this (see Section 9).

Greco - At the Termina shrines, ask him to "Please" help you.

(cont. from page 179)

the game, then press and hold the L2 button. While holding it, press Triangle, Circle, Triangle, Circle, Circle, Triangle, Left, Circle, Up, Down, Right, Circle, Left, Left, Triangle, Right, Circle, Left, Left. "Cheats" will appear at the bottom of the pause menu. Access this new option to receive Complete Level, Invulnerability, Danhand Ability, All Levels Open and Head Size. You'll can also add health,

money and weapons!

Metal Gear Solid

Snake's Tuxedo: To play as Solid Snake in a tuxedo, you'll have to beat the game twice using your old save data to reload new games. Then, on the third game, Snake will change into his tuxedo when he is on the elevator coming out of the dock.

MLB 2000

Heavy Hitter: Go to Create Player Mode and make the player's name Scott Murray. This player will hit a 606-foot home run every time.

NASCAR Rumble

Tracks and Pro Drivers: From the main menu screen, choose "Game Options." Access Load and Save and move Left for the "Password" option. On the password screen,

enter C9P5AU8NAA. All drivers under the pro level will be open and all the tracks will be available, including the bonus.

NBA Shoot Out 2000

Hidden Easter Egg Menu: While playing a game, press START to pause and then press the L2+R2+Square buttons simultaneously. The Easter Eggs menu will appear and you will be able to

choose new options such as big heads, big feet, gravity, speed, etc.

Need for Speed: High Stakes

Cop Code: Enter the game option screen and select the "User Name" option. Enter the name NFS_PD. This will allow any unlocked cop car to race on any track.

Section 15 WHILE THE GENERAL'S AWAY...

Location: Viper Manor (alternate).

Plot Progression: Talk to Luccia on the Roof Terrace to learn of the Life Sparkle, then head to the Hydra Marshes (alternate) to find it.

Possible Party Members: Luccia - After talking to her on the Roof Terrace, go to her room and ask her "Would you like to join us?"

Miscellaneous: ① Use the Parlor Key to enter the locked door next to Harle's room. ② There is a trapdoor behind the desk in the Library.

③ The Beach Bum in the room beneath the Library will change your name if you talk to it.

Section 16 PLANT LIFE

Location: Hydra Marshes (alternate).

Plot Progression: Find the Life Sparkle in the pool at the top right. Once this task is complete and you've collected all the party members you can, you can do one of two things. First, if you've chosen to save Kid, make your way to Opassa Beach (alternate) and use the Astral Amulet on the portal that opens in the sand. Once back in your world, head east to the Hydra Marshes (see Section 17). If you've chosen not to help Kid, on the other hand, return to the docks in Termina (alternate) (skip to Section 19).

Possible Party Members: Neo Fio - Return to the Roof Terrace of Viper Manor and use the Life Sparkle on her.

Miscellaneous: ① You may need to use the Green Tinkler on some of the plants for them to act as ladders. ② The Good Backbone is a part of Skelly.

ENEMIES

Name	HP	Innate	Gold	Items	Stolen Items
Wraith	210	Black	520	Leather, Gravity Blow	Heal, Nostrum
Potpourri	70	Green	381	Aero Saucer, Brace	Brace, Tablet
Swamp Bug	79	Blue	148	Carapace, Feather	Medicine, Numble
Centaurpede	350	Yellow	600	Upheaval, Carapace	Electro Bolt, Earthquake
Snib Goblin	105	Green	152	Aero Saucer, Bushbasher	Aero Blaster, Antidote
Snob Goblin	125	Green	150	Carapace, Bushbasher	Capsule, Antidote
Tzetze Fly	158	Black	240	Gravity Blow, Humour	Heal, Black Out

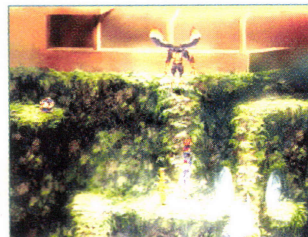
Section 17 BUG HUNT

Location: Hydra Marshes.

Plot Progression: Find the Hydra and defeat it to get the Hydra Humour needed for Kid's cure, then return to Guldove (alternate).

Possible Party Members: Razzly - Rescue her from the Pentapus.

Miscellaneous: ① Use the Beeba Flute in the wide open space in the top area. ② Walk in the center of the wide open space after defeating the Wingapede. ③ Use the Green Tinkler on the plants to make them act as ladders. ④ To get the Ointment, you must open the chest before defeating the Hydra. ⑤ If Razzly is not in your party when you defeat the Hydra, a fairy you meet later (Rosetta) will die. The trade-off is that you'll be able to acquire her level 7 element at a later point.



ECW ANARCHY RULZ!

Unlock More Wrestlers

To unlock wrestlers in the rowdy ECW Anarchy Rulz! you won't have to spell the title correctly. In fact, to start, you'll just have to beat the Career Mode with any wrestler. This will give you a shot at the Heavyweight Title in Tournament mode.

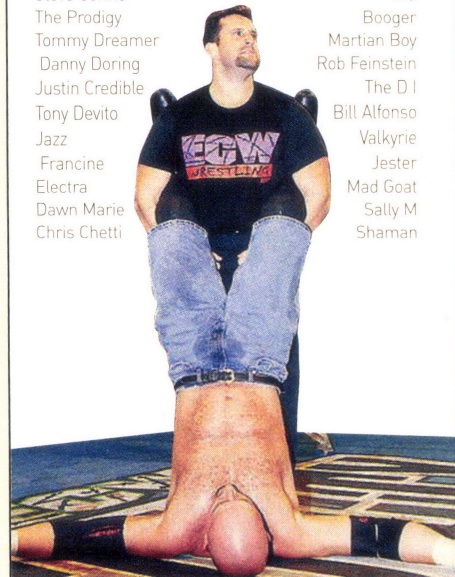
Now, put the difficulty settings on Hard. Earn the Heavyweight Belt in Tournament Mode using the following characters (listed below) to unlock other Wrestlers.

Wrestle As...

The Sandman
Mikey Whipwreck
"Beautiful" Billy Wiles
Dusty Rhodes
Rhino
Rhino
Angel
Jason
Gabe S
Jack Victory
Little Guido
Balls Mahoney
Trainer
Yoshiro Tajiri
Masato Tanaka
C.W. Anderson
Steve Corino
The Prodigy
Tommy Dreamer
Danny Doring
Justin Credible
Tony Devito
Jazz
Francine
Electra
Dawn Marie
Chris Chetti

Unlock

Joey Styles
Joel Gertner
Lou E. Dangerously
Paul Heyman
Cyrus The Virus
Jim Molineax
John Finegan
Helia Monster
Lance Storm
Judge Jeff Jones
Jan E. Regan
William F
Lance Storm
Esophicus
Doug Gentry
Candy Girl
Kid
Booger
Marian Boy
Rob Feinstein
The D I
Bill Alfonso
Valkyrie
Jester
Mad Goat
Sally M
Shaman



NHL 2000

Under the "Advanced" options, select Rosters. Now go to the "Player Management" option and choose Create Player. From here, you can create high statistic players as shown.

Awesome Players: Name your player Peter Forsberg or Joe Sakic. After you do this, it will ask you if you want to create a player like him. Answer "Yes" to this

question. You can change this player's name, but don't change any other attributes. Create many players like this to get a team with high stats.

Awesome Defensemen: Name your player Sandis Ozolinsh. After you do this, it will ask you if you want to create a player like him. Answer "Yes" to this question. Now you can change this player's name, but don't change any other attrib-

utes. Create many players like this to get defensemen with high stats.

Awesome Goalie: Name your player Patrick Roy. After you do this, it will ask you if you want to create a player like him. Answer "Yes" to this question. Now you can change this player's name, but don't change any other attributes. Now you can have a goalie with high stats.

Oddworld: Abe's Exoddus

Level Select: At the main menu, hold R1, then press Down, Up, Left, Right, Triangle, Square, Circle, Triangle, Square, Circle, Down, Up, Left, Right.

View all FMVs: At the main menu, hold R1, then press Up, Down, Left, Right, Square, Circle, Triangle, Circle, Square, Circle, Up, Down, Left, Right.

Invincibility: While playing a game, hold R1, then press Circle, Triangle, Square, X, Down, Down, Down, Circle, Triangle, Square, X.

Next Section Warp: During the game, hold the R1 button and press Circle, Circle, X, X, Square, Square. This cheat will take you to the next section of the game, and you can use the cheat as often as you like to get past difficult areas of the game. *Note: Skipping sections of*

(cont. on page 182)



RIDGE RACER V

Complete 1,500 miles of racing and get a surprise. This could put up a fight for the coolest unlockable thing of all-time. Sadly, there are no dots on the tracks.



TENCHU 2: BIRTH OF THE STEALTH ASSASSINS

Unlock Every Stage

From the Stage Select Screen, hold Square+Circle+Select. While holding these buttons, press Right, Right, Right, Up, Left, Down, R2.

Unlock All Items

On the Items Screen, press Square, Square, Square, Circle, Square, Circle, Circle, Left, Up, Down, Right, R2, R2.

Increase All Inventory Items by One

On the Items Screen, hold Square+R1. While holding these buttons, press Right, Down, Left, Up. Repeat this code to get up to 98 of any item.

Regain Energy

Pause the game during play and hold Square. While holding Square, press Left, Right, Up, Down. Then let go of Square. Your game will continue with a 100% life bar.

Unlock Tatsunaru

From the Stage Select Screen, hold Square+Circle. While holding these buttons, press R1, R2, L2, L1, Up, Down, Left, Right, Select.



(cont. from page 181)

the game will decrease the number of saved Mudokons in the game!

Spyro 2: Ripto's Rage

In the middle of the game, press Start to pause. Now enter any of these button codes for these results. You will hear a sound to confirm that you entered the code correctly.

Big Head: Up, Up, Up, Up, R1, R1, R1, Circle.

Parappa (Flat) Mode: Left, Right, Left,

ENEMIES

Name	HP	Innate	Gold	Items	Stolen Items
Potpourri	70	Green	381	Aero Saucer, Brace	Brace, Tablet
Swamp Bug	79	Blue	148	Carapace, Feather	Medicine, Numbie
Beeba	285	Yellow	160	Fur, Upheaval	Tablet, Copper
Wingapede	420	Green	164	Aero Saucer, Leather	Feather, Plaster Cap
Pentapus	590	Blue	606	Ice Blast, Aqua Ball	Ice Lance, Knee Pad
Daffy Dwarf	98	Yellow	100	Tablet, Bronze Vest	Aero Blaster, Electro Bolt
Daggy Dwarf	104	Yellow	100	Fur, Bronze Helmet	Aero Blaster, Electro Bolt
Quadfid	330	Green	700	Bushbasher, Aero Blaster	Capsule, Antidote
Dwarf	148	Yellow	150	Uplift, Bronze Mail	Capsule, Heal
Hydra	685	Yellow	740	Upheaval, Copper	Tablet, Heal

Section 18 A FULL RECOVERY

Location: Guldove (alternate).

Plot Progression: Give the doctor the Hydra Humour so Kid can be cured, then return to Termina (alternate).

Possible Party Members: Mel - When asked if you want to go after Mel, choose "You need those elements" followed by "No, let's go after Mel." Once that's done, track down Mel by talking to Orkla in her shop, the man in front of the Chief's house and finally confronting her at the Residential Tower (Korcha's house). This will allow Mel to join you at a later point.

Section 19 HARLEQUIN

Location: Termina (alternate), Hermit's Hideaway (alternate), Guldove (alternate).

Plot Progression: Speak to Glenn at the Flowerstand (if you haven't done so previously), then travel by Korcha/Macha's boat from Termina to the Hermit's Hideaway located to the northeast. From there, enter the Hermit's Hideout and speak to Radius. Return to your boat when finished.

Possible Party Members: Korcha - Tell him that you'll "Take him with you" when you speak to him at the Termina dock.

Mel - With Kid in your current party, talk to Mel in her room in Guldove (alternate) before or after going to the Hermit's Hideaway. You must have previously chased after her, though (see Section 18).

ENEMIES

Name	HP	Innate	Gold	Items	Stolen Items
Harle	390	Black	564	Photon Beam, Moonglasses	Moonglasses, Photon Beam

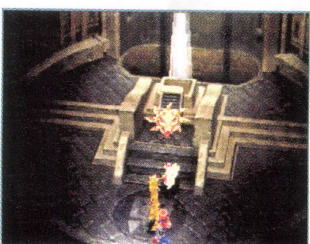
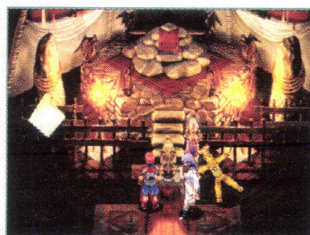
Section 20 FARGO

Location: Ghost Ship (alternate).

Plot Progression: Sail into the fog south of the Hermit's Hideaway (alternate) and board the Ghost Ship. After escaping from the hold, make your way on deck to help Captain Fargo. Head to Water Dragon Isle once you're done.

Possible Party Members: Pip - After catching him while going up the outer section of the ship, tell him "Sure, come along."

Miscellaneous: ① You can crawl through the vent. ② To get the key, read the note on the door to the right of the hold, then speak to the sailors at the end



Right, L2, R2, L2, R2, Square.

All Abilities: Circle, Circle, Circle, Circle, Square.

View Credits: Square, Circle, Square, Circle, Square, Circle, Left, Right, Left, Right, Left, Right.

Syphon Filter 2

Level Skip: Pause the game in the middle of play. On the "Pause" screen, highlight Map and press and hold these buttons in this order:

Right+L2+R2+Circle+Square. With these held, press X. You will hear a sound when entered correctly. Now go to the "Options" screen and enter the "Cheats" option. You'll find an option to end your current level and go to the next one.

Super Agent: Pause the game in the middle of play. On the "Pause" screen, highlight Weaponry and press and hold these buttons in this order: L2+Select+Circle+Square. With these held, press X. You will hear a sound

of the upper hall (help the other sailors on your way). ③ To get on deck, go through the downstairs arsenal and climb the outside of the ship. ④ The vitamin drink you're offered has three possible outcomes: abnormal status removal, poisoning or HP recovery. ⑤ Pip will evolve according to the number of opponents he faces. Which way he evolves is based on the innate elements of his foes.

ENEMIES

Name	HP	Innate	Gold	Items	Stolen Items
Man-Of-War	96	Black	120	Capsule, Heat	Gravity Blow, Iron
Polly	560	Red	145	Magma Burst, N/A	Sight Scope, Inferno
Fargo	685	Blue	551	Photon Beam, Meteorite	Capsule, Photon Beam
Crossbones	147	Black	164	Bone, Iron	Iron, Hell Bound
Wraith	210	Black	387/520	Gravity Blow, Leather	Power Glove, Heal
Dead Beat	91	Black	140	Iron, Hell Sout	Hell Soul, Bone
Tzetze Fly	158	Black	240	Gravity Blow, Humour	Heal, Black Out
Dead Head	730	Black	425	Hell Soul, Hell Bound	Bronze Axe, Gravity Blow

Section 21 ALL ABOARD

Location: Guldove (alternate).
Plot Progression: Possibility of more party members.
Possible Party Members: Kid - If you chose not to save Kid by looking for the Hydra Humour, return here before going to Water Dragon Isle to find that she has recovered. Kid rejoins you at this point.
Doc - He joins your party if you go back for Kid.
Miscellaneous: If you leave Kid at Guldove (alternate) and have never had her in your party, you'll no longer have the opportunity for her to join.

Section 22 HOSTILE TAKEOVER

Location: Opassa Beach (alternate), Arni Village, Water Dragon Isle.
Plot Progression: Use the Astral Amulet on the portal at Opassa Beach to return to your world. From there, talk to the old man on the pier in Arni Village (he'll take you to Water Dragon Isle). Help the fairies fight the dwarves, then speak to the Water Dragon. Travel to the Mount Pyre (alternate) once you're finished. If you've decided to leave Kid behind, travel to the Mount Pyre (alternate) [skip to Section 23].
Miscellaneous: ① Use the lily pads to travel across the water on Water Dragon Isle. ② If Rosetta dies, the fairies will turn you away. ③ If you went back to Guldove (alternate) for Kid, she will have a flashback when she speaks with the fairies at the end. ④ If you go to the Water Dragon Isle (alternate), you can find four Irons and a set of Sturdy Ribs for Skelly by talking to an adventurer. You'll also find the enemy, Scorpiod (240 HP, Blue).

ENEMIES

Name	HP	Innate	Gold	Items	Stolen Items
Daffy Dwarf	132	Yellow	100	Electro Bolt, Leather	Iron, Capsule
Daggy Dwarf	146	Yellow	100	Electro Jolt, Copper	Tablet, Iron
Dwarf	155	Yellow	150	Upheaval, Copper	Iron, Capsule
Hi-Ho Tank	1000	Yellow	500	Iron, Knee Pad	Screw, Knee Pad

when entered correctly. Now go to the "Options" screen and enter the "Cheats" option. You'll find an option to turn Super Agent on or off.
Movie Theater: Pause the game in the middle of play. On the "Pause" screen, highlight Briefing and press and hold these buttons in this order: Right+L1+R2+Circle. With these held, press X. You will hear a sound when entered correctly. Go to the "Options" screen and enter the

"Cheats" option. You'll see an option for movies on disc one or two. Move Gabriel up to the movie screen and press Triangle to watch a movie.

WCW Mayhem

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Full Attribute Wrestlers:

MKSPRCWS
All Backrooms: CBCKRMS (Now you can fight in the backstage areas in a one-on-one fight by running to the entrance. Have both wrestlers move toward the back. You can choose which area you want in the match options under Match Setup.)
Classic TNT Nitro: PLYNTRCLSC (On the ring selection screen, choose the "Nitro" ring to wrestle at the TNT Nitro stadium.)

Enable Quest Cheat: CHT4DBST (In Quest For The Best Mode, press Right to move up in the rankings. This will also give you the ability to unlock more hidden characters as you move up the ranks!)

Who Wants to Be a Millionaire

Replacement Names: Go to the "Enter Your Name" screen. If you enter REGIS PHILBIN as your

name, Regis will say something and deny you use of that name. He will then replace it with another name such as DREAMER, FIBBER, or SMARTY PANTS. If you choose not to enter a name, you will be given a name like EINSTEIN, KATHIE LEE, GELMAN, or CODY. Entering the name, DAN BLONSKY, will get you the replacement name, PHONY.

Section 23 JUST PASSING THROUGH—FOR NOW

Location: Mount Pyre (alternate).
Plot Progression: Make your way through Mount Pyre to Fort Dragonia.
Miscellaneous: ① Use the Ice Breath to freeze the lava so you can walk across it without taking damage. ② Some chests are only available before you use the Ice Breath.

ENEMIES

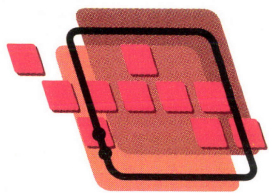
Name	HP	Innate	Gold	Items	Stolen Items
Lava Boy	235	Red	600	Magma Burst, Silver Pendant	Tablet, Sight Scope
Cat Burglar	200	Red	234	Ointment, Leather	Poultice Cap, Power Glove
Solt	500	Yellow	472	Iron Vest, Sky Djinn Ring	Kung Fu Shoes, Nostrum
Peppor	470	Yellow	573	Iron Mail, Dragon Gauntlet	Pendragon Sigil B, Nostrum
Hot Doggity	160	Red	140	Fang, Iron	Dancing Shoes, N/A
Fire Dragon	890	Red	730	Magic Ring, Weaken	Magic Ring, Wisp Cape
Karsh	385	Green	780	Eagle Eye, Silver Earring	Iron Axe, Aero Blaster
Marcy	292	Blue	1250	Dancing Shoes, Iron Vest	Ice Blast, Nostrum
Zoah	450	Yellow	300	Gold Earring, N/A	Stamina Ring, N/A

Section 24 STORMIN' THE FORT

Location: Fort Dragonia (alternate).
Plot Progression: Trigger the yellow, blue, red and green crystals to open the central chamber. Trigger the white crystal to start the elevator. Finally, the black crystal activates the teleport pad in the center of the outer chamber. Battle General Viper and Lynx in the upper-most chamber.
Possible Party Members: Lynx - You get him automatically.
Miscellaneous: ① If you've skipped any boss encounters that could earn you a star, you will battle a more powerful version of the Dragoon at the entrance. ② In the yellow crystal area, the order your characters are in dictates the order chosen when accessing the device in the room to the west that moves the stone slab. The blue rectangle prior to this room allows you to rearrange your party. "Tail, Body, Head" lets you reach the panel that lowers the central section. "Head, Body, Tail" allows you to lower the necessary stairs. ③ In the blue crystal area, use the chests to align the upper section so you can get to the other rooms. ④ In the green crystal chamber, use the watch keeper device to drop into the four lower chambers. The directions relate to the way the statue is currently facing.

ENEMIES

Name	HP	Innate	Gold	Items	Stolen Items
Dragoon	730	Red	390	Frog Prince, N/A	Silver Pendant, Gold Earring
Googhoul	175	Yellow	105	Electro Bolt, Eyeball	Capsule, Hi Res
Combat	205	Black	120	Black Out, Imbecile	Nostrum, Capsule
Alphabat	100	Black	69	Gravity Blow, N/A	Tablet, Hell Bound
Dragoon	365	Red	390	Ointment, Knee Pad	Silver Pendant, Gold Earring
Giant Gloop	830	Blue	800	Aqua Ball, Ice Blast	Antiviral Cap, N/A
Cybot	330	Yellow	175	Iron, Screw	Hi Res, Knee Pad
Paper Boy	165	Yellow	300	Capsule, Weak Minded	Recover All, White Out
Taurusoid	1250	Green	1200	Iron Vest, Carapace	Trap Tornado, Trap Sonja
Sun Of A Gun	380	White	840	Iron, N/A	Screw, N/A
Acacia Privat	215	Red	360	Lo Res, Silver Earring	Capsule, Lo Res
Acacia Sergeant	250	Yellow	370	Iron, Electro Bolt	Upheaval, Lo Res
Bunyip	430	Red	0	N/A	Trap Black Hole, Free Fall
Bunyip Stage 2	1260	Black	1300	Gravitonne, Hell Bound	Trap Black Hole, Free Fall
General Viper	860	Yellow	0	Dragoon Gauntlet, Mythril Mail	Stamina Ring, N/A
Lynx	1060	Black	666	Sky Djinn Ring, Pendragon Sigil B	Pendragon Sigil B, Sky Djinn Ring



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- Preview of Grandia II for Dreamcast
- Review of Dino Crisis 2 for PS one
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Daikatan	12/99	\$28.95	Messiah	02/00	\$34.95	Tomb Raider 4	11/99	\$28.95
Delta Force 2	11/99	\$37.95	MS Flight Sim 2000 PE	10/99	\$59.95	Tomb Raider 5	11/00	\$28.95
Descent 3	06/99	\$26.95	Myth: Total Codex	11/99	\$19.99	Unreal Tournament	11/99	\$28.95
Diablo 2	02/00	\$42.95	Odium	11/99	\$14.95			
Diplomacy	11/99	\$39.95	Omikron: Nomad Soul	11/99	\$28.95			
EverQuest: Ruins Kunark	03/99	\$34.95	Pharaoh	11/99	\$29.95			
Earth 2150	06/00	\$38.95	Planescape Torment	11/99	\$39.95			
Fate of the Dragon	08/00	\$33.95	Quake 3 Arena	12/99	\$33.95			
Flying Heroes	05/00	\$28.95	Quake 3 Arena Team Miss	08/00	\$24.95			
Gabriel Knight 3	11/99	\$29.95	Rage of Magics 2	10/99	\$22.99			
Grand Theft Auto 2	10/99	\$28.95	Railroad Tycoon 2 Gld	09/99	\$28.95			
Half Life	11/98	\$19.95	Rainbow Six Gold	06/99	\$24.95			

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'TEKKEN TAG TOURNAMENT' features more than 30 characters who have appeared throughout the Tekken series since the first arcade game. Pick your favorites and join the fight as you use the unique strengths of each combatant to annihilate your opponents. A special tag-team mode creates new combinations of attacking never before possible. Sophisticated and highly detailed backgrounds.



Sony (Simulation)
Release: 11/00
PSX2

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Sony (Simulation)
Release: 11/00
PSX2

\$48.95

NINTENDO 64

40 Winks	08/00	\$46.95	Monopoly	12/99	\$42.95
AeroFighters Assault	11/97	\$39.95	Mortal Kombat Trilogy	11/96	\$39.95
Aldyn Chronicles	10/00	\$59.95	NBAShowtime: NBA on NBC	11/99	\$42.95
Banjo Toole	11/00	\$49.95	N64 Controller Black	10/96	\$26.95
Bombberman Second Attack	08/00	\$49.95	Nintendo 64 Memory Cart	11/96	\$12.95
Caesar's Palace	10/00	\$52.95	N64 System w/Star Wars	05/99	\$114.95
Carmageddon 64	07/00	\$49.95	Nintendo 64 Transfer Pak	03/00	\$19.95
Conker's Bad Fur Day	01/01	\$59.95	OgreBattle 3: Lordly Caliber	09/00	\$56.95
Cruis'n! Exotic	10/00	\$52.95	Perfect Dark	05/00	\$54.95
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Dragon Sword	10/00	\$59.95	Polaris SnoCross 2000	09/00	\$49.95
Earthbound	11/00	\$59.95	Rainbow Six	11/99	\$54.95
Eternal Darkness	02/01	\$52.95	Rally Racing	06/00	\$52.95
FIFA Soccer 99	12/98	\$49.95	Resident Evil Zero	10/00	\$52.95
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Major League Soccer 99	08/00	\$49.95	War: Final Assault	09/00	\$54.95
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Mickey's Speedway USA	11/00	\$59.95	WWF No Mercy	11/00	\$52.95
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Nintendo (Adventure)
Release: 11/00
N64

\$59.95

'MASK: HINT BOOK'
Release: 11/00
N64

\$12.99



'POKEMON GOLD' Red, Blue, Yellow & now GOLD!!! Over 250 Pokemon incl. the original 150. Each Pokemon leads to more variation, so collect the critters & fight it out with others.

Nintendo (Adventure)
Release: 10/00
Gameboy

\$29.99

'POKEMON SILVER'
Release: 10/00
Gameboy

\$29.99

'GOLD & SILVER HINT BOOK'
Release: 10/00
Gameboy

\$12.99

PlayStation® 2 Accessories

PL-600



RETRO SHOCK 2

FULLY ANALOG PlayStation® 2 CONTROLLER

FULLY ANALOG
Pressure Sensitive Touch

- Fully Analog, Pressure Sensitive Buttons and D-pad
- Vibration Function Compatible
- Fully Programmable
- Tactile Palm Grips for Added Comfort
- Ergo-action D-pad for Greater Comfort and Performance.

DVD REMOTE

PL-609

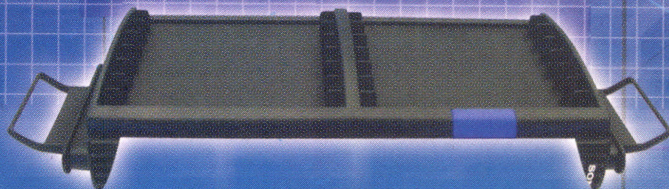


Featuring:

Controller Pass-Thru Port

- Fully functional Wireless DVD Controller Allows Simultaneous Use Of PS2 Controller And DVD Remote
- Full Function Control For DVD Video, Music CDs & PS2 Games
- Stylized Comfort Design

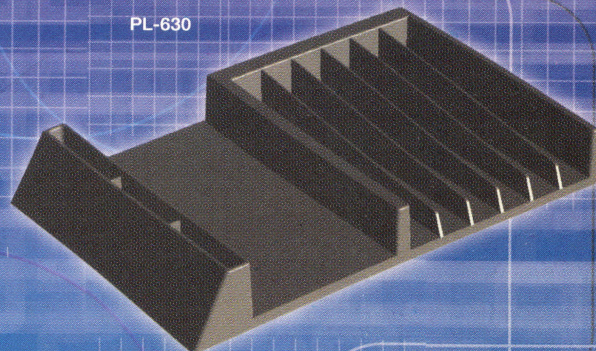
PL-637



DVD/CONTROLLER STORAGE

- Cool design
- Holds up to 14 DVD cases and two PS2 controllers

PL-630



PlayStation® 2 VERTICAL STAND

- Saves Space
- Secures PS2 in it's vertical position

PL-636



DVD REPLACEMENT CASE 3 PACK

- Replaces existing DVD and game cases
- Integrated memory card holder

PL-638



G-GRIP 2

- Improves Tactile Feedback
- Enhanced Rubber Grip
- Added Comfort

8 MEG MEMORY CARD W/CASE

PL-615



- Case included
- Rubberized sides for better grip when removing

PL-610



COMPONENT CABLE

PL-616



i-link

PL-614



OPTICAL VIDEO CABLE

PL-612



EXTENSION CABLE 10Ft

PL-613



S-VIDEO CABLE

FOR **PLAYSTATION®2**
Computer Entertainment System



PL-606

FREEDOM SHOCK 2 WIRELESS CONTROLLER SYSTEM

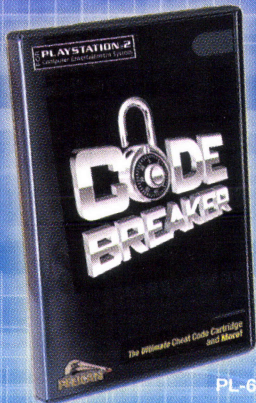
- Wireless controller with RF technology
- Fully Analog controller
- Sleep Mode for power management
- Up to 30ft of Freedom

900 MHz
Wireless Controller

FULLY ANALOG
Pressure Sensitive Touch

Leading the Way

with PlayStation®2 controllers and accessories



PL-650

CODE BREAKER For PlayStation®2

- Built in Codes
- Cheat Code Generator
- Compatible with other manufacturers game codes



PL-392

SPORTSTER

- Licensed for PlayStation® Game Console
- Compatible with PlayStation®2 Game Console
- Dual Vibration Motors
- Gas & Brake Analog Paddles
- Rubberized Steering Grips
- Digital Acceleration Gauge for Floor or Table-Top Play

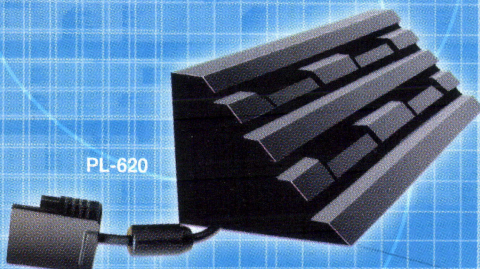
FEATURING TCS
(Traction Control System)
Minimizes oversteer, improves handling on the tightest curves.



PL-640

HARD CARRYING CASE

- Great for rental stores
- Holds system, controllers, cables, and memory card.
- Great for travel



PL-620

VERTICAL MULTI-TAP

- Designer look
- Fits 4 PS2 controllers and memory cards
- Supports PS2 in it's vertical position



PL-625

SYSTEM SELECTOR

- Cool designer look
- 4 S-Video/AV Inputs
- Interchangeable name plates for identifying each system

PL-611



DESIGNER RF SWITCH

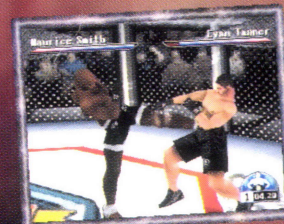
- Gold leads
- Designer look

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IT'S HARD TO SAY UNCLE WHEN YOU DON'T HAVE ANY TEETH



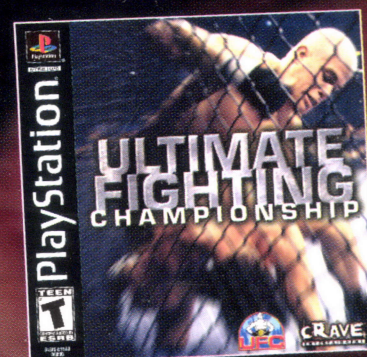
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submission and kickboxing.



Step into the Octagon as one of over
20 top UFC fighters with all
their skills, moves and attitudes.



3-D photo-mapped polygon characters
capture every physical detail,
from sweat down to tattoos.



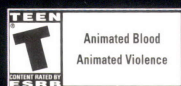
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in ultra-realistic,
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Are you ready for the
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